

☆ ☆ ☆ ☆ ☆
The AVALON HILL

GENERAL

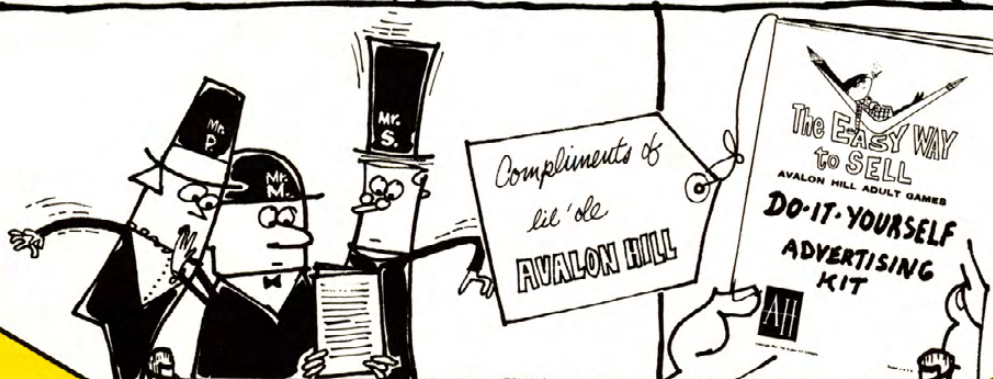
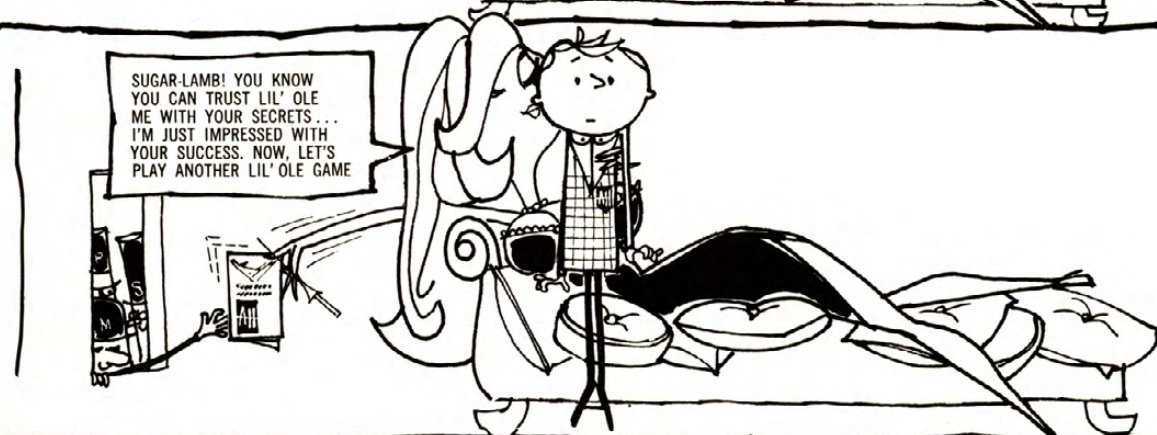
Publication Office: 4517 Harford Road, Baltimore, Maryland 21214

VOL. 4, NO. 2

JULY-AUG 1967

a spy in the ointment

(OR IT'S FUN TO TARRY WITH MATA HARI')



\$1.00 PER ISSUE

Now - Try Your Hand at Advertising

FULL YEAR \$4.98

★ ★ ★ ★ ★
The AVALON HILL GENERAL

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, too!)

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. No notice can be given regarding acceptance of articles for publication.

All back issues, except Vol. I, Nos. 1 & 4, which are out of stock, are available at \$1.00 per issue. Full-year subscriptions @ \$4.98.

©1967 The Avalon Hill Company, Baltimore, Maryland. printed in U.S.A.

COVER STORY:

Plans are underway to celebrate Avalon Hill's 10th anniversary with a gigantic national advertising campaign. Many AH fanatics have literally grown up with Avalon Hill, from an inauspicious beginning of a 1-story garage in 1958 to a 5-story brick edifice in 1967. (of course we still only occupy 1 story)

While growth in these nine years can be attributed to printed advertisements, by far the most persuasive and enthusiastic advertising has come from the game players themselves, meaning - you all. We have often asked ourselves, "what do the game fanatics say to the uninitiated... what words do they use to convince them of the merits of adult gaming?"

Do-It-Yourself

For the first time - ever - Avalon Hill is giving you the opportunity to write their ads for them. All you have to do is to prepare layouts showing where the copy and photos or drawings, if any, should appear. The copy, itself, should be typed on a separate sheet and keyed to fit the ad layout.

The copy you write should be exciting - the way you think an ad should look - and unusual enough to capture the reader's imaginative fancy.

Gift Certificates for Best Ads

Subscribers who submit the best ads will receive gift certificates ranging from \$5.00 on up. Layout sizes should follow: a) 2 1/4" x 5"; b) 4 5/8" x 5"; c) 4 5/8" x 10". Preferably, each separate ad should center on one game only of the line. Deadline for receiving material is August 31, 1967. Now you can show Messers P., M., and S. that you could run a successful advertising campaign if given the chance.

The Avalon Hill Philosophy - Part 4

In Philosophy - Part 4, we shall attempt to better understand the "nature of the wargame beast." For those of you who will be working up your own ad campaign for us (cover story), the following info may be extremely helpful. To others the comments below, as expressed by game fanatics themselves, will certainly provide an insight into the motivational aspects of the typical wargamer. Much about the average game player was learned from the overwhelming number of responses to our March-April questionnaire which asked for reader-comments on personal questions... the most introspective of which follow:

Question: How did you first become interested in Avalon Hill?

Answers: "...a 1958 ad in Model Railroader"... happened to notice Tactics II and never having heard of Tactics I became intrigued, bought the game and have been hooked on kriegsspiel ever since"... "looking for a game competitive and challenging as chess with enough realism to make historic conflict more interesting"...

Question: What do battle games mean to you?

Answers: "A chance to exercise the mind, relax and completely forget all other subjects"... "they capture my attention to such a degree that I become revitalized and able to forget the mental burden of carrying a probation case load in excess of 400"... "I am sure if parents would encourage more games of this calibre to be played by their teenagers we wouldn't have to worry much about delinquency"... "I enjoy second-guessing the great captains, a form of pure escapism"... "they provide actual insight into why one side actually won or lost"... "a free run of my imagination"... "a view of a battle that is not clouded by an author's bias"... "because I'm a history nut".

Question: What improvements do you feel are necessary design-wise?

Answers: "more in the area of logistics"... "more durable from a manufacturing standpoint"... "simple and exciting"... "the more complex the better I enjoy them"... "start advertising" "add multiplayer rules"... "either larger troop counters or provide a magnifying glass"... "quicker set-up time"... "need an element of surprise, a more equitable hidden movement feature"... "greater historical accuracy"... "more efficient handling of conditions of victory when games are un-balanced"... "a wider range of optional rules"... "more graphic explanations of rules, need additional diagrams and examples"...

Question: What convinces you to obtain a certain battle game over another?

Answers: "The historical situation"... "action, fast movement"... "historical accuracy in combination with number of variables"... "friends recommendation"... "I must have them all, your stuff is worse than narcotics"... "the title - I like to identify with the game I play"... "the appeal of the battle to me as an individual"... "like Bridge, no two contests within any one game are alike"... "involvement, like when I looked forward to the spelling bees."

In a nutshell we can summarize the whole bit by stating that AH provides a "Walter Mitty" approach to life - where one can duplicate events of real life vicariously - and as one army officer recently added - without the corresponding responsibility of human lives.

International Federation of Wargaming Convention

The International Federation of Wargamings convention will be held on July 15th at General Wayne Junior High School Malvern, Pennsylvania. The convention will open at 9:00 AM - Admission \$.50. Lunch will cost \$1.00 and the Dinner at a very good local restaurant will cost \$4.00.

All clubs are invited to send a representative to the convention. Some very important resolutions will be drafted at the convention which, we hope, will change wargaming for the better.

If possible, we would like the wargamers coming from long distances to stay at a local motel. If this is impossible rooms will be provided. The motel rooms run from \$6.00 to \$28 for one night.

Films will be shown on the Korean War in the afternoon. Displays will be set up by many clubs. Distributors of AH games, miniatures, and invented games will have their products on sale. Two Jutland games will be given away and an award will be presented to the club with the most members in attendance. A prize will also be given to the wargamer that has come the furthest to be at the convention.

A map is available upon request, directions will also be provided. Please send money and any questions to William Speer-103 Spring Road, Malvern, Pa. 19355.

A True AH Club???

by Greg Koerper

The Empire of Avalon, 81 members strong last February, has floundered because of over-centralization and lack of printing facilities, but not because of lack of enthusiasm. After a period of uncertainty, it is about to arise from its ashes and start anew. What it becomes depends upon you.

Clubs such as Spectre, Dusk, and many others have only the destruction of each other in mind and offer the PBM fan little opportunity to play as he wishes. The era of these clubs is coming to an end. The trend now is towards an organization that plays within itself, offering its members chances to meet new opponents and prove their worth as individual players, or as part of a team; to play seriously or for fun.

In September of 1966, Marshall A. Massey initiated the Empire of Avalon, an association in which members gained "vassals" by defeating opponents in wargaming contests. If a member continued to reign victorious, he soon established a large state of viscounts, barons, and knights with ranks being determined by the type and number of vassals controlled. However, Sir Massey alone could not govern these matters due to the tremendous growth of the Empire, the establishment of a newsletter, monthly Peerages (lists of members and their ranks), and great amounts of correspondence. The Empire crumbled; and yet its collapse was not the fault of Massey or the members, but rather that of the general organizational set-up.

And so the time has come for reorganizing the Empire. We believe that the Empire is the strongest base for the ideal wargaming society mentioned above, a truly universal club for AH enthusiasts. However, we don't want to repeat Marshall Massey's mistake. The administrative duties from the start must be well divided among the members, so as not to overburden anyone, and so the loss of one person will have no serious effect. There are five of us in Chagrin willing to work, but it will take many more. Some of the jobs that will have to be done by volunteers are membership registration, publication of the newsletter and many other items; writing articles, treasurer, recording of game results, and anything else you might think of. We are not asking for a lot from you, but a little effort to make this idea workable.

If the reaction is as great as it was to Massey's original article, we will be well on our way to creating the ideal type of club set forth earlier in this article. If you are in the least inter-

ested in participating, please answer the following questions and indicate which division of play you would like to enter. This does not obligate you to remain in the program, nor does participation require you to help run it in any way. Your involvement may be as deep or as shallow as you wish.

1. About how much would you consider contributing to operating costs a year? \$1? \$3? \$5? \$10?

2. Would you be willing to pay dues? Pay a little extra for a quality periodical rather than a mimeographed sheet?

3. Please indicate ways in which you would like to help. Who else that you know would be interested in joining?

Divisions of Play

National

I. SERIOUS

- A. For point ratings.
- B. For rank in the Peerage (as was previously done in the Empire).
- C. Team play (four or more living reasonably close together).

II. FUN

- A. Try out new ideas.
- B. Tolkien-oriented.
- C. Bet-settling or honor-defending

Local

Responsibility of local members

All replies and reactions to:

Greg Koerper, Holbrook Rd., Chagrin Falls, Ohio 44022

or

Richard Mercer, 115 Mapleridge Road, Chagrin Falls, Ohio 44022.

Where Are We Going?

by Dana Lombardy

I am appalled by the actions taken by Avalon Hill wargaming clubs. No apparent organized actions seem to be undertaken by any, and all appear content to have it "every man for himself." This is further emphasized by the fact that suggestions to alleviate the situation, published in the General, are completely ignored. And because things have progressed to this point, it's time for extreme actions to be taken to correct this situation.

Many of the clubs themselves are not really organized and consist only of individuals in several states using the same name for their club. And it seems at times, from advertisements that appear, that some of these clubs do not even know what is happening

within their own state. For example, in the January-February issue, a club gave out a general challenge completely oblivious to another club's claim to have subdued them. This sort of thing must stop, and it requires an agreement between all of the clubs concerned.

I would also like to point out inconsistencies in territorial claims. It appears as if it's open season on states in which there are no clubs or Avalon Hill game players who subscribe to the General. At least one club has given itself away as to why it's the "largest." It claims, as captured territory, anything that does not accept its challenges. That may be all right for those states where there are other clubs, but if I were to challenge the universe, and obviously not receive an answer, I could claim it as my territory. Thereby, using the idea accepted by this club, becoming the new "largest" war-gaming club. This is not only unfair, it's ridiculous. Do you want to continue with the unorganized conditions you now have, never knowing what is happening that concerns you? Or, would you rather have an agreement with the other clubs stating your autonomy, and at the same time providing for every club's right to legal claims of victory and defeat? I find the choice simple. Only clubs which may profit from the now existing confusion will refuse such an agreement. However, I know that the majority wants to do something about it, but at present been unable to decide what. Therefore, all clubs interested in the future of war-gaming contact me stating simply whether you agree or disagree with the suggestion for a pact to be formed by all of the clubs.

This pact would create basic terms for victory, defeat, and territorial claims. It would act as an authority for the settlement of disputes. It would also control new clubs, challenging everyone and flaunting their "superiority," so that the situation does not get out of hand again.

This is not an attempt to encroach upon the rights of an individual club, or to organize a monopoly of war-gaming clubs which dictate what must be done and how. It is, rather, an important suggestion to organize the now existing confusion.

However, the problem of the situation now demands the attention of every club. Therefore, I reiterate, please send me a letter or postcard stating if you agree or disagree with forming a pact.

I have drafted a war-gaming pact and any club, or individual, that contacts me will receive full details on it. But, please contact me now.

Write: Dana Lombardy, 954 Kittiwake La., Chula Vista, Calif. 92011.

Johnson Survey #4

by Jared Johnson (who else?)

AH NOTE: Once again, Jared Johnson has gone to considerable time and expense to extract various data we believe to be of interest to all wargamers. Several surprises developed; notably that "Star Trek" received as many votes as the next three highest TV shows combined. Also significant is the fact that Bulge came out "far out in front." Mr. Johnson also states that Chess was found to be the 11th most popular game and that Guadalcanal was voted "most realistic." The differences we found between our own registration card analysis and that of the following survey exists in the TV shows; As a group, the news programs, Huntley Brinkley in particular, were most popular. "Get Smart", although on the wane at this moment, out-pulls "Star Trek." Otherwise, Johnson's sampling constitutes as accurate a portrayal of the AH picture as one can get from a limited survey of this nature.

FIVE FAVORITE TV PROGRAMS:

1. Star Trek.
2. The Avengers.
3. The Invaders.
4. Combat.
5. Time Tunnel.

FAVORITE CARD GAME:

- | | |
|------------|-----|
| 1. Bridge: | 22% |
| 2. Poker: | 20% |
| 3. Rummy: | 15% |

TEN FAVORITE GAMES IN ORDER:

1. Battle of the Bulge.
2. Blitzkrieg.
3. Stalingrad.
4. Waterloo.
5. Afrika Korps.
6. D-Day.
7. Midway.
8. Guadalcanal.
9. Diplomacy.
10. Tactics II.

PREFERRED OPPONENT:

- | | |
|--------------|-----|
| 1. Equal: | 64% |
| 2. Superior: | 30% |
| 3. Inferior: | 6% |

TRUE AND FALSE QUESTIONS:

Some people did not answer questions 4, 7, and 8. The percentages given are just for true or false answers, excluding "no comments."

1. I prefer multi-player war games (meaning more than two sides, not team games) to two--player games..... False - 68%.

2. Chess is not as interesting as most war games..... True - 80%.

3. I sometimes give a less experienced player a chance just to make the game more interesting..... True - 74%.

4. Most of AH's non-war games are just as good as their war games..... False - 73%.

5. I dislike articles in the General suggesting changes in the original rules. False - 59%.

6. I often try out the variant versions of AH games suggested in the General. False - 66%.

7. Sometimes I try out the variant versions of AH games suggested in the General True - 79%.

8. As far as I am concerned playability comes before historical accuracy. False - 60%.

9. A lot of AH's rules are vague and ambiguous..... True - 64%.

10. I subscribe to Strategy and Tactics. True - 63%.

11. I belong to a PBM organization. True - 73%.

12. I would rather have someone explain the rules to a new game to me first and read the rules later, than read the rules first..... False - 89%.

13. The General should go monthly.. True - 83%.

1. The game best suited to play-by-mail is: 1. Afrika Korps - 46%.

2. Stalingrad - 25%.

2. 1. Guadalcanal - 30%. 2. Blitzkrieg - 21%: is Avalon Hill's most realistic game.

3. The rules to: (1. Blitzkrieg - 33%. 2. Bulge - 18%) are the most vague and ambiguous of AH's rules.

Median age of AH wargamers: 17.
Median number of AH games owned: 12.

Best Movies in Past Year:

1. Doctor Zhivago.
2. Battle of the Bulge.
3. The Blue Max.

KRIEG, this new dimension in the game has not been fully exploited. Rather than having these m/c forces becoming addenda to the Red/Blue armies, why not institute commanders-in-chief for each country, and create a seven-handed game?

There are 2 main difficulties with this plan: Where do you get 7 players or staffs? How do you coordinate 7 movement turns? First, as the title suggests, these ideas are aimed at the larger wargaming clubs. Second, either use the simultaneous-movement rules of Mr. Frederick R. Guest in the May-June 1967 General, or use the following system:

1. Position troops prior to turn #1.
2. Players cut cards to find out their order of movement, unless they pre-arrange the order by mutual agreement.

3. Country #1 moves first, along with any allied troops that enter the fight at this stage. In case of dual control, the allies agree on soak-off operations, etc., or appoint an allied commander. Resolve combat.

4. Repeat step 3 for countries #2-7. This completes turn #1.

5. Repeat steps 3 and 4 for each succeeding turn.

Note: Except for after-the-battle movement, each unit may only move once per turn. Each country gets to move during the turn.

This system permits the making or breaking of alliances throughout the game, in the manner of Diplomacy.

Here are some suggestions for conditions of victory.

1. Total domination, which requires an increase in the supply and manpower capacity of m/c's. Otherwise they would be eliminated in two or three turns.

2. Conquer as many city squares as you have in your homeland, while controlling all home cities.

3. Make peace treaties with willing enemies. To save arguments, the players determine the inviolability of such treaties before the game.

A word of caution: play only with even-minded people whom you can stab in the back, without losing them as friends. As in politics and foreign relations, do unto others as they would do unto you, but do it first.

Hidding U.S. Strength

by Steve Torkelson

Multi-Player Blitzkrieg

By Eric R. Shimer

Ever since AH came up with the use of minor-country armies for BLITZ-

When playing the standard game of Guadalcanal, the Japanese player is always aware of the exact strength of the U.S. troops on the island. In the actual battle, this was not the case. During the whole campaign, especially during the beginning, the Japanese strength

estimate of the U.S. troops was poor. Estimates were as low as 2,000 crack troops when there was actually about 8,000 troops. I have tried to duplicate the Japanese limited intelligence with the following rules.

1. U.S. troops in the jungle squares do not have to show their identification. The U.S. player must only inform the Jap player what square the units are positioned in.

2. If U.S. units in jungle squares are attacked, the U.S. player must inform the Japanese player the identification of the unit(s) being attacked. After the Jap player has been informed, he (Jap) may bring up more units to support the attack.

3. If an unidentified unit is just artillery bombarded, the U.S. player does not have to disclose the identification of the unit until the bombardment has ceased.

4. Hidden Movement Rules (Optional-Tournament Game) 2, 10, last part of 11, 12, and 13, also apply to U.S. movement. Comments: Steve Torkelson, 619 Leo Drive, Santa Rosa, California 95401.

The Principles of War: Surprise

by Capt. Mike Frankwicz
edited by Myron Brundage

Maxim 95: "War is composed of nothing but surprises. While a general should adhere to general principles, he should never lose the opportunity to profit by these surprises. It is the essence of genius. In war there is only one favorable moment. Genius seizes it." Napoleon

By surprise, you can achieve success out of proportion to the effort expended. Surprise results from striking your opponent at a time, place, and in a manner for which he is not prepared. It is not essential that your opponent be taken unaware, but **THAT HE BECOMES AWARE TOO LATE TO REACT EFFECTIVELY.**

The German General, Waldemar Erfurth, who wrote a military classic SURPRISE between the world wars felt that the two major elements of surprise were secrecy and speed.

Col. C. H. Lanza wrote that surprise might take the form of time, place, direction, force, tactics, or weapons. He felt secrecy, rapidity and preparation were the main factors.

If you wish to surprise your opponent you should know what he intends to do and how he is likely to do it. He undoubtedly will have in mind some things he would like to see you do. Napoleon said, "Never do what the enemy wished

you to do." His basic Maxims were: move rapidly; unite your forces and strike immediately. He maneuvered with a view toward inducing his enemies to divide forces so that he could fall upon and defeat the fractions successively.

From this and from the arguments Erfurth proposes in his book, it can be seen that surprise is nothing but an application of Economy of Force. It is certainly more economical to strike when your opponent is not prepared for the blow than when he has taken all precautions to parry it.

The American Army officer is trained to constantly strive for surprise, but never to expect that he will be able to surprise the enemy. Thus trained, he develops his plan so that he could achieve the objective without the element of surprise. To the extent that he would be able to gain some surprise, the objective comes that much easier.

The present guerrilla struggle in Vietnam provides numerous examples of surprise, such as ambush; since this principle is one of prime importance as a weapon of guerrillas. I believe one area where our side gained a great measure of surprise was in the firepower of American units when the enemy first encountered them in '65 and '66. The Viet Cong had been used to engaging our Vietnamese units of the earlier war variety. Our companies and battalions of that time had very little more firepower than the enemy, with a few machine guns, virtually no indirect fire support or air support. It was a small arms war, mostly. The American units came in with several times the firepower of their Vietnamese counterparts. One U. S. rifle company had 18 grenade launchers, 3-81mm mortars, 2-106mm recoilless rifles, 18 automatic rifles, 6 machine guns and no telling how many flame throwers and what else. A South Vietnamese battalion might be able to get into action with 6 machine guns, 18 auto rifles and 3-60mm mortars.

When the Cong made their first attacks against U. S. units, they appeared to have prepared themselves in terms of engaging comparable sized Viet units. In addition to the vast differences of firepower the American units could usually call on battalions of artillery, and numerous air sorties, and sometimes armor support. The enemy was thoroughly and unpleasantly surprised on repeated occasions in these early encounters with this kind of American firepower.

In Avalon Hill games Surprise is sometimes difficult to obtain because the situation is there for both adversaries to see on the gameboard. Nevertheless surprise can be obtained in several ways.

If your opponent fails to take into account the (A) Time-Distance Factor discussed in previous articles, so that he is unable to react on a timely basis to what you have in mind, it is evidence that you can surprise him. This is one of the most common ways in AH games to achieve surprise. (B) Circumstances may change in the game and you may see it before your opponent. This may give you an opportunity for more preparation for surprise. (C) Secrecy, considered one of the major elements of surprise, often looks very difficult to achieve on an AH gameboard where so much is laid out for both you and your opponent to see. Ah, but is it really that hard to come by? Secrecy on the gameboard can be achieved by deception or confusion. Pump your opponent full of bad information one way or another. We showed in the Mobile Defense of a previous issue how you can withdraw from your opponent to draw him into his destruction by over extension of his forces. In a recent GUADALCANAL game, the Jap didn't bring a unit on until 11 Sept. All he did was flee into the jungle. The U. S. player became rather drawn out trying to hold what he had and still pursue. The Jap acted panic stricken about getting away, cursed the imbalance of the game, cursed Avalon Hill, threatened to surrender and give up the ridiculous situation. The idea was to spread out the U. S. player so that the Jap could bring on his boys "unite and strike quickly."

It was working until about 4 Sept. when the U. S. guy said, "Hey, wait a minute here; lemme see your Order of Appearance Table!" After one look he beat it back into an enclave around Henderson field.

On 11 Sept. the Jap brought on a sizeable force in the vicinity of Matanikau, but held back a good reserve, slyly moving the OA Table as far out of sight as was honorable. At the same time he began rolling his eyeballs, ohhing and ahhing, and making various oriental noises. He made a definite point of landing all units and moving them several squares towards Henderson muttering "Banzai". The U.S. guy rocked back in his chair, impressed by this sudden exhibition and thought the Jap was shooting his bolt. When his turn came, he started moving units out of his enclave to prevent a Jap crossing of the Matanikau River. The Jap watched silently, and when the U. S. guy opened himself up for an envelopment by moving too many of his units forward the Jap began to look glum and disappointed, not saying a word. The U. S. guy pretended not to notice, but he missed his own weak flank and that was the end. Lesson: Keep your eye on the gameboard but try to get your opponent to watch you if you want to throw him off.

Confusion in your opponent's mind can give you the opportunity to surprise him. To be mercenary about it: if he is not so used to handling so many pieces and considering so many factors as one must in AH games, or if he gets confused on the rules, well, war is hell (e.g. ever get clipped on that Automatic Victory rule?).

There are some game rules that aid you in achieving Surprise. The hidden corps rule in Tactics II is a good one. I will never forget about 8 or 9 years ago I was playing a fellow officer a rouser of a Tactics II game before an interested gallery of our friends. I was Red and was drawing him back toward the island for the kill where I had a hidden corps. He thought he had me in a Dunkirk. I was one move from unleashing the big punch. All the guys were buzzing, it looked like I had it, when bump, my knee hit the table and the whole works fell on the floor. Bedlam broke loose; such weeping and gnashing of the teeth you never did see. He was fit to be tied, and when things got coherent I found out that the rest of them thought I did it to avoid defeat. I was nearly thrown out of my own quarters until I could prove it. That should have been it then and there, but then they came out with D-Day.....

In GUADALCANAL the optional Hidden Movement Rule can certainly be used to achieve surprise.

Another area where surprise can be achieved are the various weather rules, which can change time-distance in a matter of moves. Don't get caught on these yourself. Watch your opponent on these. Sometimes it is obvious that he has failed to take weather rules into consideration. Exploit that.

Order of Appearance and Reinforcement Rules and the time and place these units are brought on can achieve surprise. BLITZKRIEG offers a combination of rules well suited to surprise. For example, you can save your reinforcements and bring them on any friendly city any time from the turn they are scheduled. On one occasion, Big Red deliberately let all reinforcements sit on the Order of Appearance Card several moves past their time. He also gave away to Great Blues advancing forces, the terrain he would have needed to supply them. Great Blue thought he had Big Red in a position where Red couldn't bring on his units except as piecemeal replacements. Blue concentrated his strength forward to pin Red in from getting any supply capability. He also concentrated on securing his homeland since Red did have a respectable force at sea, plus available airborne. Blue overextended himself while moving forward. Red saw his chance, completed a turning movement, cost Blue heavy losses and gained enough

supply capability in the nick of time to take care of the many units brought on.

How do you cope with surprise if you are the one surprised? The best antidote for surprise is the preventive measure, Security, another principle of war that we will cover in a subsequent issue. But if you should be surprised, the first thing to do is to retain control over your own situation. That is paramount. Then attempt to deny the opponent his objective. See if he has caused himself any weak spots because of his activities.

In closing, remember as Erfurth said; the greatest surprise for the enemy is a lost battle. Myron Brundage, 2437 Sunnyside, Chicago, Ill.

Son of General von Blunder

by James J. Stein

Immediately following the tragic execution of General Ludwig von Blunder, (Mar-April-pg. 6) the clanish Prussian High Command succeeded in winning the promotion of von Blunder's eldest son, Helmuth, to the command of the reformed and reinforced First Panzer Army. Helmuth, a rabid Avalon Hill game player who lost with regularity to his late father, anxiously awaited operational orders from Army Group HQ at Retrograd (an ominously portentous name) where the Fuhrer's favorite Field Marshal, Walther Muddel, had recently taken over from the ailing von Blunder.

Muddel, a Nazi General with boundless energy, but a not so boundless strategic intellect, began issuing orders to all of his armies (including First Panzer) regarding the important new summer offensive. The objectives for this offensive were the encirclement and annihilation of the strong Russian armies defending the key road and rail junction of Kharhop, under the command of the jolly but dull-witted lush, Marshal Rodion Rumdumsky. Rumdumsky saw to it that, of the 120,000 daily tons of supplies sent to his armies, 119,000 tons were devoted to vodka. It was said at Stavka HQ (General Staff) that, while Rumdumsky's troops might not be the most efficient, they were unquestionably the happiest in the Russian Army. Morale was extremely "high".

The Fuhrer had set a one month timetable for the completion of the Kharhop Offensive and the Fuhrer, not being the most patient psycho in history, became most irritated whenever his timetables went awry. At first everything went according to plan but, then, alas, the entire First Panzer Army ran afoul of the most feared Russian unit of the entire war--the deadly 7th Armored Corps (to those not acquainted with

Stalingrad, a 2-3-6). This fearsome unit, along with its sinister sisters--the 2nd and 15th Armored Corps--had repeatedly and single-handedly held up German forces 20 times as strong for an entire month before finally yielding. These corps should have been no trouble for the Germans, as they were armed with the obsolete T-26 paper mache tanks and had a complement of only 35 men and 2 Russian wolfhounds (these latter were thought to be extremely fine officer material by Russian standards and had recently been given commissions). Try as it would, however, the hapless First Panzer Army was unable to even budge its miniscule opponent. Helpless Helmuth von Blunder, remembering his father's fate, now took to schnapps and soon was suffering from the Delirium Tremors, during which time he had hallucinations of pink firing squads and purple Fuhrers.

Meanwhile, back in Rastenburg, the Fuhrer spent long hours pouring over the maps of the Kharhop Campaign and each day his eyes came to the point on the map where the First Panzer Army was fighting. Each day, to his fury, the Fuhrer found it fighting in exactly the same place as it had been the day before. Each day, predictably, there was a brand new, fist-sized hole in the table where the map lay. By the end of the month the table was kaputt; the Fuhrer's fist was kaputt; and, needless to say, Helmuth von Blunder was also kaputt.

As Frau Hilda von Blunder visits the twin graves of her husband Ludwig and her son Helmuth, she reads with sorrow the twin epitaphs on the twin grave-stones: "Avalon Hill games I did play. I fought in real life the very same way. I forgot what I learned in military schools and fought the war under Stalingrad rules R.I.P." Hilda, with tears of regret in her eyes, silently vows to entreat Avalon Hill to create a realistic tournament version of Stalingrad. Comments to: James J. Stein, 311 W. 104th Place, Chicago, Illinois 60628.

COMING SOON: The Curse of General von Blunder and The Son of General von Blunder Meets the Clay People!

Just kidding about that. Thanks to all who wrote about The Pyrrhic Victory and the unexpectedly favorable response is what prompted another such travesty. In the meantime, AH continues its testing and application of the Automatic Victory rule to Stalingrad.

P.O.W. Tournament #4

P.O.W., that perennial tournament sponsorer is at it again. Their Fourth

Annual PBM tournament is scheduled to kick-off July 30, 1967, and this one appears to be the biggest by far. P.O.W. has contracted with two wargaming clubs: III Army and Aggressor Homeland to co-sponsor their 4th tournament so as to provide a tremendous prize list.

Play this year will be in the form of a singles division tournament. Each contestant will be represented in two divisions meaning that he will be playing two separate entries. In other words a gamer may win in the Eastern Division but be eliminated in the West. In this case he still continues play in the East compiling points until the contest expires on July 1, 1968. It is possible one entree may win in both divisions, if this happens he will be awarded double prizes. There is a duplicate prize list for each division. All entries must own at least 3 A.H. land battle games and send P.O.W. #1 entree fee and a stamped, self-addressed envelope before contest time.

Everybody wins. Just by entering everyone who sends us a stamped, self-addressed envelope will receive free of charge Richard Gutenkunst's special play balance counters for Stalingrad. These are of excellent quality and passable for real AH counters. A listing of the duplicate prize lists follows; complete with their sponsors.

1. Trophy..... P.O.W.
2. Free AH game..... P.O.W.
3. Iwo Jima game..... Aggressor Homeland
4. Panzerfaust subscription P.O.W.
5. American Lg. BB counters III Army
6. Bulge Correction Sets... Aggressor Homeland
7. Stalingrad Airpower sets... Aggressor Homeland
8. SFL Football games... III Army

We suggest that you patronize these fine wargaming clubs which have made such a fine prize list possible. Winners names will be publicized in 3 gaming magazines besides the General. Enter now. Send your entries to P.O.W. HQ C/O Donald Greenwood, Box 280, RD #2, Sayre, Penna. 18840.

Tournament Waterloo

BY Peter Reese

Anyone who has ever read about Napoleonic warfare will note that it was almost invariably the committing of the fresh reserve against tired and disorganized troops that carried the field. Two battles like this are Waterloo and Ligny. Yet in the present Waterloo there is no advantage to holding back a reserve; on the contrary it is best to attack with everything a person has. Another thing

is that units fighting four or five turns in a row are as strong as units who haven't even fought yet. To remedy this I would like to suggest the following rules for a tournament game.

1. Use Blitz. Attrition table.
2. Reduce the strength of by 1/6 of its standing strength (original strength minus factors lost) for each consecutive move it is engaged. For each move it is not engaged it gains back 1/6 of its standing strength until it gets back to its standing strength. Only 15 factors standing strength may occupy 1 square no matter how weak a unit is because it has been engaged. A unit attacked at 1-3 or worse is not considered engaged.
3. A unit driven back in battle loses 1/3 of its strength instead of 1/6.
4. A unit engaged during the last two moves has its cross-country and road movement cut in half. A unit that has been engaged as such may move its full allowance during a retreat; but it is considered routed and if an enemy unit come adjacent it is considered immediately destroyed. A routed unit takes two turns of rest before it can take the field at which point it is considered back up to standing strength.

Optional Rules:

1. If artillery is routed it loses 1/2 its strength due to the fact it would have to abandon its guns.
2. Make the following units unrouteable and when forced to retreat lose only 1/6 instead of 1/3 of their strength. French-Imp. Gd. inf., British-Cooke's Inf. (Gds.), Prussian-Steinmetz's Inf. Example of the rules. Two 6-4 units attack at 12-1 a 1-6. They advance 4 spaces, lose no factors and lose 1/6 of their strength. They now have 12 standing and 10 effective factors. They are attacked by 30 factors at 3-1. They are retreated, lose 2 factors and 1/3 more of their standing strength. They now have 10 factors standing and having lost 1/2 of this have 5 factors effective. If they are rested for 3 moves they will be back up to their full standing strength with 10 effective factors. TACTICS-Always have a reserve of at least 15 fully effective infantry and 2 or 3 calvary to cover a retreat, launch a final breakthrough or to follow up a retreat and turn it into a route. Comments to Peter Reese, 5916 Sarah Ct. Charming, Calif. 95608.

Midway - Unstereotyped

by Mark Saviet

Midway, like almost all of Avalon Hill's games, has the capability of becoming more than just a stereotyped contest of good luck. It is to this end that this article is directed.

In its present form (in case you

hadn't noticed), the Imperial Japanese Navy all but can't lose. I propose several changes in an effort to increase play balance and realism. The only change in the present order of battle is the addition of a Japanese CL: JINTSU, which enters at 0900 June 3.

RULES

The first change is in an effort to correct a problem pointed out by Peter Harlem in the March '66 General: "Yamato with eight hits still has a surface factor of 18." His solution, however, was not compatible with air-sea combat. So instead, a system of proportional reduction should be used. For example: CHIKUMA with no hits is a 6-3. As it receives repeated hits, its firepower is reduced. With one hit it's a 4-2, with two hits a 2-1, with three hits sunk. YAMATO with five hits becomes a 9-5. For those ships which don't reduce evenly:

- a) a ship always retains a screening of at least one.
- b) the surface-to-screening ratio should be kept as close as possible to the original ratio.
- c) reduction is in proportion to the total number of hits it can sustain.

Attacks may, of course, be made in waves. A ship hit on the first wave is reduced, as has been stated, to a lesser screening for the second wave. After the first wave and each succeeding wave, all ships may move one space on the battle board in any direction before the next wave. This allows for minor readjustments to protect those ships now vulnerable, and also permits compensation for a ship sunk in the first wave (which is removed as explained below). An unlimited number of wave attacks may be launched per turn.

If a ship is sunk in the middle of a series of wave attacks, it is important to record how many hits were required to sink it. If three hits were required, and four or more (or a 5-1 automatic) were scored, then the ship is removed. If, however, it is sunk by exactly the number necessary, then it is not removed. It is turned over to indicate it is sinking and is no longer a target. It cannot, of course, screen, and all ships must still keep proper spacing from it.

Screening values may be split and applied anywhere within two spaces. (i.e. the YAMATO can split up its ten screening and apply the different parts anywhere desired).

Aircraft may attack from three torpedo zones and one dive zone on each ship. Torpedo attacks may not be made from the stern. All ships must be facing in the same direction.

If a carrier has readied or readying planes on its deck, it sinks with one less hit. In addition, every dive-bomb-

er hit destroys two of the readied, or readying, squadrons (ship's choice of type).

In surface combat, factors may be split in any manner (attack factors only). Battleships may not fire into adjacent spaces. At four square (battleship) range, the battleship's fire is halved (i.e. eight factors are worth four and eleven factors are worth five).

PLAY PROCEDURE

Both players write, in secret, whether or not they are readying (be specific as to ships, types, and numbers).

The Jap must state, before U. S. search, that ships (being specific) are on MIDWAY.

Search procedure is the same.

If a fleet is spotted, that person must state whether or not his plans are readying or readied (can fly that turn). For example: "The CVL is readying and one CV is readied." It is not necessary to specify further. In stating the condition of the aircraft, readying overrides readied which overrides not readied. In other words: if a ship is readying any aircraft at all, the condition, as stated to the searcher, is "readying." This is so whether or not the other aircraft are readied. If some aircraft are readied, and none are readying, then the condition is "readied."

Operations for both sides are written every turn regardless of whether or not anyone was sighted.

All air operations other than attack should also be written should your opponent question your claims. All operations should be marked as to time and date:

0900 JUNE 4: all ENTERPRISE and HORNET fighters escort all carrier aircraft to attack D-4g. YORKTOWN and MIDWAY fighters on CAP over MIDWAY. Fly other MIDWAY aircraft to carriers.

Any operations the enemy does not observe are not told to him. If you put up CAP expecting an attack, your opponent is not told unless he had aircraft or ships in the same zone.

When an attack arrives, the attacker must be told by name, which ships have readied or readying planes on deck.

Ships may be kept off the board and brought on at a later hour than that at which they are listed.

MISCELLANEOUS

The American may launch B-17 attacks from MIDWAY to any spot on the board. B-17s must be readied for three turns before they may fly. One ship in a discovered fleet is selected, and a die roll of five is three hits; a die roll of six is five hits. Fighters have no effect on B-17s. They may attack at

night. Attack may be made before, after, or between waves of an ordinary air strike. After MIDWAY is reduced to ten or lower, fueling requires five turns. An attack does not have to be made in the midst of a regular strike, and no more attacks may be made after MIDWAY is completely reduced.

There are 8 PT boats at MIDWAY and 2 at KURE. They may all be based at either MIDWAY or KURE or any combination. Aside from loss in combat, they may be taken only by occupying their bases while they are in them.

PT boats must be readied for one turn like aircraft. The Jap has no way of knowing if they are or are not readied. This is also true of MIDWAY-based air. PT boats have a range of ten spaces (five out and five back). They may operate at night. Each boat is the equivalent of one torpedo-plane squadron, and they function (and are lost) the same with the following restrictions:

A Jap ship (for PT) placement purposes only controls its adjacent squares except for those placed diagonally from it. PTs may move into a controlled square but must then stop.

Thus they cannot penetrate the outer perimeter of a fleet.

PTs do not participate in sea-to-sea battles. They may be used in conjunction with a regular air attack. They are lost in the same manner as aircraft.

The Jap must state his presence on KURE the same as if it were MIDWAY. Of course, for either island, he no longer must do so once he has taken it (in that case the American must state his presence). KURE is taken like MIDWAY. There is no softening up required. It is worth two points to the Jap only if MIDWAY is not taken. Otherwise, its only value is in destroying the PTs. The flagship of the KURE landing force is JINTSU. It must remain on KURE for two turns. If it is sunk, KURE can only be taken by the ATAGO which, to do so, must:

a) take KURE before MIDWAY (two turns) and if MIDWAY is also to be taken,

b) remain on MIDWAY for five turns. JINTSU cannot take MIDWAY.

If MIDWAY is taken, but KURE isn't, it is worth two points to the American.

BATTLE PROCEDURE

After ships about to be attacked are positioned, the attacker places all his aircraft in the attack positions he wishes. The defender now writes down the number of fighters with which he will intercept. These fighters must be ones designated as CAP over those particular ships. The attacker also writes down the number of his escorting fighters that will cover this wave. Combat odds for the fighters are then set up (the ones

with the ships are the defenders). The defender can of course strip off as many as he is allowed according to standard procedure (if he has an equal number of fighters he must use them all; if he has more they may be applied to ships, etc.). The die is thrown and all surviving fighters may not be used again that turn. All air-sea battles are resolved and the next wave attacks in the same manner. Neither the number of attack planes nor the total number of fighters is revealed by either side. The attacker is responsible for stating the number of waves. The attacker may abort future waves at any time but must do so according to abort procedure (See below). Fighter-fighter odds are rounded off to those nearest, not in favor of the defender.

If an enemy has fighters over his fleet, you cannot abort the attack without a fight. If you state you are aborting, the air is handled the same as in a MIDWAY attack. If you have no fighters, than a number of aircraft equal to the number of your opponents fighters must be lost. Otherwise, you have a regular fighter-fighter battle with the defender allowed to strip-off and go after the bombers.

A person may, upon seeing his opponents dispositions for one fleet of ships, abort that particular attack and hit a different fleet, within range, in the same turn. Abort must be carried out according to the rules previously stated. However, the aborter may, in this situation only, meet the defender with only an equal number of fighters so as to preserve the rest for his attack on the other fleet. You may not hit both fleets unless it is so listed in your operations and you have designated two separate flights (one flight may abort and join the other flight in hitting one fleet). Fighters which were engaged against enemy fighters in the abort cannot be used as escort against the second fleet.

When the Jap is readying his aircraft, he must be able to prove whether or not his torpedo-bombers are armed with bombs (i.e. the Jap must specifically ready VTs for a MIDWAY attack). He can of course de-ready in one turn, and re-ready with different armament on the next.

If a surface combat attack take place while the Jap is bombarding (by sea) and/or invading MIDWAY, that turn does not count towards either.

COMMENTS

It is obvious that these new rules add a greater degree of skill, realism, and concentrated thought to the game. This is particularly true if both players are courageous enough to split up their fleets, the American into two; the Jap

into three or more. The B-17s enable the American to get the extra points he needs, and thereby force the Jap to do more than just take MIDWAY. The PTs give the American the equivalent of 10 desperately needed torpedo-bombers (in a limited fashion to be sure). The Jap may find it necessary to reduce MIDWAY fast, even at the risk of bringing his vulnerable first fleet into U. S. range, so as to prevent the ATAGO from being slaughtered by B-17s.

Should the possibility of a suicide attack from more than seven squares become annoying, you can avoid it by employing a technique used by our club. Instead of moving two spaces every turn as is done now, you move one space at a time. It works out to: move (one space) - search - move - attack - move - search - move - attack. This allows for the time lapse between discovery and strike. When the strike force arrives, it can "attack" three of the nine possible locations of the enemy. Thus there is only a 1/3 chance of hitting him with any single attack. Very few people are willing to throw-away all their aircraft with those odds.

Any questions or clarifications on these rules will be answered, and any remarks and criticisms on these changes would be appreciated. Address all shtick to: Mark Saviet, c/o South Vietnam, 9 Reynolds Drive, Long Beach, New York 11561.

Key to German Victory in Bulge

By Joseph Pollock

In writing this article, I hope to give some aid and comfort to the German field marshalls everywhere who are involved in a tournament P.B.M. game of Battle of the Bulge. For the purposes of this article all the tournament and optional rules apply except one way traffic, which I personally feel is not realistic. In truth I can make no specific recommendations about which set of conditions of victory to pursue; each individual game varies so the right course of action to follow must vary also.

The points I am about to cover do not vary and therefore are applicable to all situations. To enhance his chances of victory the German commander must understand and emphasize his uses of the following areas, rules and conditions.

1. ROADS
2. TERRAIN
3. TYPE OF U. S. DEFENSE
4. THE P.B.M. BATTLE RESULTS TABLE

5. THE U.S. ORDER OF APPEARANCE CHART

Roads - The roads are pivotal in the outcome of the game; if the U. S. player denies you the use of the roads you will probably lose, of course the reverse is true if you deny him the use of the roads. The one road you must seize control of, as soon as possible, is the road running north south from TT2 to Clearvaux which goes through Elsenborn and St. Vith. Control of this road enables you to shift your units from one-half of the board to the other in one turn. This helps to keep the U.S. player off balance and precludes his massing his defenses in any one area.

Terrain - After studying the board for a little while it becomes apparent that the eastern half of the board is much easier to defend than the western half. Actually there are about 160 more clear terrain squares in the western half of the board. This means we must make every effort possible to push the U. S. player into the western half before his Dec. 22 A. M. turn, if you are successful in this his fate is practically sealed for the western half of the board favors the aggressor. Use the terrain features to your advantage as much as possible, always deploy your units on mountains and behind rivers to prevent counter-attacks. I believe that the best defense of your rear area is to occupy the board edge squares. The rules state that new units may not be placed on board in squares directly in enemy zones of control, so to deny the U. S. player access to your rear area on the south side of the board you need to defend UU, RR, OO, LL, HH, EE, and BB. This costs 28 combat factors but forces the enemy to bring his units in at squares A thru M if he wants to use them immediately, also it insures the safety of your supply lines. The north side defense is QQ, JJ, GG, BB, and Y13. Remember this does not take place all at once but gradually as you advance, and that you always have the option to commit these forces to defense or not depending on how things are going at the front. I always send three infantry regiments along the north edge at the start of the game to try to capture Verviers and square BB, you will not usually succeed, but you will force the U. S. player to divert needed units away from the front.

U. S. DEFENSE - The U. S. player must maintain a line defense across the board; he has of course the terrain to aid him, but the line type defense has inherent drawbacks. To be effective it must be a straight line; if you can make a bulge in it you will force the U. S. player to withdraw all along the line or expose his flanks. Either alternative is to the German commanders advantage. If he withdraws you will gain ground in some area without having to

fight for it, or if he allows the bulge you will be able to attack his flanks, which always gives you the possibility of trapping his forward elements. In any case a bulge will force him to spread his forces out thinner, as he is forced to defend more area.

P. B. M. Battle Results Table - My own experience and that of others shows that most German losses in Bulge are attributed to exchanges and engagements. An examination of the table shows that exchanges occur in the 3-1 to 7-1 odds only. One might conclude from this that this is just something the German commander must live with, well it's not. I submit the following simple guide line to use.

1. Surround enemy units whenever possible (use soak off tactics against adjacent units).

2. Attack whenever and wherever possible at 8-1.

3. Attack at 5-1, 6-1, and 7-1 only against units on clear terrain squares or positions with a maximum defense factor of 8.

4. Avoid 3-1 and 4-1 attacks because of the possibility of engagements.

5. In all other situations attack at 2-1.

The 2-1 attack can be the German commanders greatest asset, at first glance it shows 20% for an A back 1, 30% for an engaged, 20% for a contact, and 30% for a D back, or only a 30% chance of success; this is misleading and it is not actually the case. The 20% chance of contact if it comes up is a tactical victory, it forces the enemy to either attack or withdraw, usually necessity dictates the latter choice. But contacts can be used to eliminate enemy units the prerequisite being to surround the enemy unit in question. In this case he cannot retreat and must fight at odds of at least 1-4. By making the best possible use of the terrain surrounding the enemy unit you can usually push these odds to better than 1-6 which are not allowed. (Note) Load up your 2-1 attacks so that they are one or two units beneath the 3-1 figure. If you as German commander use only Panzer units to comprise the forces of a 2-1 attack the optional engagement rule allows you to break off combat if it comes up. Although this does not give us an immediate tactical victory it does prevent the enemy from moving his units during his turn. Depending on the outcome of your other battles this can cause a hole in his defenses and if not at least stretch his units out a little thinner. It also gives us the option of attacking again or moving our units to a new area. So in reality under the aforementioned conditions the 2-1 attack gives the German commander an 80% chance of success. Another of the tables greatest assets is the ability to move after combat. Plan

your battles carefully then plan their sequence so that you can take advantage of this ability to move to cut off enemy retreat routes, of ensuing battles. Prepare a separate supplemental disposition after combat sheet, on it write out the movements of your units and the enemies for every possible probability. This gives you control of the direction of battle, it keeps the U. S. player off balance and forces him into the areas you want to fight on.

U. S. Order of Appearance Chart - This shows where and when his reinforcements will enter the game and helps you estimate what areas they can reach in their turn. This should help you in planning your subsequent attacks.

By proper application of all the aforementioned strategies the German commander should be able to push the U. S. players units into the western half of the board by the end of his 21 am turn. Address all comments and arguments to Joseph Pollock, 10 Wilshire Drive, North Babylon, N. Y. 11703.

Red's Megaton Mastery

By Terry Thomas

It seems to me that too many people are scared of nuclear power. They say that they can't concentrate their forces without being annihilated. Keeping your forces separated is good because it enables you to create mobile battle situations, shift your forces quickly and it keeps the game from bogging down to trench warfare.

If you just learn the secrets of aircraft deployment you will soon be the master of the board in as few as three turns. The first step is to start counting squares. Find out which cities are within SAC range of each other and which are within fighter range. Having completed this, you will see that Big Red has a superior position after the first turn.

Since fighters are the only protection against A Bomb attacks, we will study them first. After the first turn Big Red should have 00-40 and UU-37 in his control. Move your fighters up to these cities as quickly as possible. As your legions move onward you may be able to utilize JJ-38 and/or NN-33 if it isn't too dangerous. Be sure to always keep four fighter squadrons in Sea Zone C. From these central locations your fighters should be able to cover most of your forward units in range of Blue's SAC and you are also in a position to flatten any of his fighter bases in the area. Take particular notice that BB-31 is 12 squares away from NN-33 and 13 squares away from 00-40.

Now for your second problem. You waste your nuclear attacks and therefore allow Great Blue to constantly

threaten destruction of your forces. Here is how to use fission with force. Sneaky Trick #1: If you did your homework before the game you will see that YY-43 is exactly 20 squares from EE-25. When you set up your units at the start, make a big pile of units on YY-43 and slip a 1-20 in the middle. Great Blue nearly always attacks EE-25. On your turn you bomb the city out of existence. You can cover with your fighters at sea. Warning--Note that S-25 happens to be 12 squares away from EE-25 (drat it!) If Great Blue was smart enough to put fighters there then you'll have to hold this one off until next game.

Common Sense Rule--Always use your nuclear attacks on potential fighter-bomber bases. After you have your fighters in 00-40 you can blast EE-34. If your opponent is a lunkhead he may give you a chance to plaster BB-31. If so, take advantage of it. If not, you will have to wait until you capture NN-33 to blow up BB-31. With EE-25, EE-34, and BB-31 gone Great Blue won't have a single decent air base to his name. If he puts his fighters at CC-39 just divert some forces to the South and wipe out that city. Meanwhile you can destroy all his forces in the North with your bombers since he will have no fighter protection. At Best, Great Blue will only be able to cover his own forces. Since Blue's forces will not be able to advance past fighter range for fear of being cremated and since you are constantly wiping out his most forward fighter bases, your opponent will soon find himself rather close to his own borders.

There is nothing that can foul up this strategy UNLESS you pull a boner like letting your opponent execute a 4 to 1 paratrooper attack on one of your fighter bases. If this happens, while you are waiting for your replacement factors to accumulate, you can look for an opportunity to pull sneaky trick #3. Your opponent has a fighter superiority and puts his ADC too close to the fighting. Once again you slip a 1-20 SAC into a city close to the front. To do this just start breaking up some infantry into 1-4's and slip the SAC among them. If your opponent doesn't constantly check your positions and doesn't bomb your city you are in business. Start counting squares again and find a city behind his lines that is beyond his fighter ranges and blast it. A good example: Blue puts his fighters in BB-31. You slip a SAC into JJ-46. On the next turn you pulverize his capital! Granted, I will admit you can't use sneaky tricks 1 and 2 every time, but you should be able to gain air superiority with Big Red three out of four times. Any comments or compliments would be appreciated. Terry Thomas, 11559 Cromwell Circle, Dallas, Texas 75229.

Artillery Being Cheated?

by Paul Perla

I think that artillery units in Blitzkrieg are being short-changed. To make for added realism, I think some new uses could be given to the artillery.

Artillery has a range of six squares. They may, in direct support of an attack or in a softening up role without any other attacking ground units, fire up to this six square range. The regular tournament game attrition table is used in both cases, but the artillery does not lose any factors unless it is adjacent to the unit it is attacking. An exception to this rule is made in the case of an artillery duel (one artillery unit shelling another). In this situation the attacking unit must suffer the losses indicated on the table.

Artillery may also be used in a defensive role, applying its defense factor on any attacking unit in the six square range.

Artillery units may also be used in an interdiction role, to prevent retreats or to block a square to prevent supplies and reinforcements from being brought up. Artillery may also be used in city bombardment. If the city is shelled by twelve factors two turns in a row, it loses its supply capacity and its ability to support aircraft, and also loses the power to double up the defending units for the next turn and all turns that it is unoccupied. In this case there is no need to soak off on defending units. All units in the city lose a total of two factors.

If artillery units are within the six square range of a beach that is undefended, the attacking units must stop on the first beach square that is being shelled and must take the losses given them. If they are forced to retreat, they are moved back to the sea zone, and lose one more factor, if the beach is defended by regular ground forces also, however, these units are eliminated. If the units are not forced back, and this is an undefended beach, they may advance up to their regular BTA.

Finally, there is one more use of artillery that must be mentioned. On any turn, a player may make one nuclear artillery attack over and above the nuclear bombing capacity. This attack may be made by any artillery unit, subject to the six square range. The nuclear bombing table is used to decide the attack. A nuclear attack may be made against any unit and may be used in the beach defense role. All comments to: Paul, Perla, 7205 Schley Court, Pittsburgh, Pa. 15218.

Bismarck

Naval Search Pattern

by Richard Rubin

In all British first turn search patterns that I have read about and most that I have seen used, the British player spreads his ships around the space into which the Bismarck may move. This system has the fault of being unable to catch up to the Bismarck if it is moved straight out away from Bergen and then begins curving southward. It is probable that in the course of May 23-24 the German player will be able to use the chance table three or four times with 42% and 52% chances of obtaining two points, respectively. In case of an early encounter with one battleship, the German has a 70% chance of escaping without firing a shot. Chances of an early encounter with two battleships are most nil.

My idea of stopping this type of maneuver is to concentrate the British forces as close to six squares from Bergen as is possible. The first move is as follows:

Norfolk	A-5, c
Suffolk	A-5, a
Birmingham	B-5, c
Manchester	B-5, d
Arethusa	C-5, a
Prince of Wales	C-5, c
Hood	C-5, c
Rodney	D-5, c
Dorsetshire	E-5, c
Ramillies	G-3, d
Edinburgh	G-4, b
Force H	H-5, d
Remainder	D-6, c

Now, if the Bismarck is located by sea search, the entire navy can be in the area within a few turns. The same if it is located by air search. The only problem arises if neither search locates the Bismarck. The Bismarck then is in either E-6 or within the encircled area. The next move should be:

Norfolk	A-5, c
Suffolk	A-6, c
Birmingham	B-5, c
Manchester	B-6, c
Aurora	C-6, a
Prince of Wales	C-5, c
Hood	C-5, c
Arethusa	D-5, a
Repulse	D-6, b
King George V	D-6, b
Victorious	D-7, a
Kenya	C-7, c
Galatea	E-5, c
Hermione	E-6, c
Edinburgh	F-5, c

Dorsetshire	F-6, c
Ramillies	G-4, a
Force H	H-5, d

This move, by covering the areas surrounding E-6, will settle the issue whether or not the Bismarck is in E-6. Then the entire navy can be headed toward the space where the Bismarck actually is. I prefer this method to spreading out ships because the Bismarck will be well surrounded within three or four moves, regardless of its starting move.

Send comments, questions, or criticisms to: Richard Rubin, 8580 N. Point Dr., Milwaukee, Wis. 53217.

German Strategy in Afrika Korps

by Mark Rosenberg

This article is about a strategy I developed for the Axis Army. In the very first turn the German Commander should surround the unit in Bengasi so that it will be unable to pull back into the nearby escarpments and delay the Italian advance toward Tobruch. This can be done either with a "recce" unit or the Ariete unit and another Italian unit using Rommel's movement bonus. Also the German units should be advancing across the bulge of Cyrenaica, again with the help of Rommel's movement bonus.

If, on the next turn, the British pull back to the escarpments around Tobruch (a foolish move), attack one of the positions at, at least, 3-1. The German commander should always attack the position that has the most concentrated strength. For instance, attack a 2-2-6 instead of two 1-1-6's. I am saying this with the understanding that both positions have the same strategic value. If the British form a line on the escarpments south of Derna, the German player should attack the unit blocking the Coast Road, provided that the Germans can get at least a 3-1 against it. If not, attack one of the other positions that will insure a route to the escarpments around Tobruch next turn.

With the arrival of the 15th Panzer Division, the German commander should attack Tobruch and the surrounding heights. Tobruch should be taken before the British receive their November reinforcements. As soon as some of the Italian units can be spared, they should be sent to hold positions guarding the Coast Road, thus hampering the British construction of a line there.

The German player should wait until his November reinforcements arrive, before advancing too far past the Salum, Sidi O'mar, Maddalena line. As soon

as the November reinforcements arrive the German player should advance toward El Alamein. If the British player pulls back just enough to regroup and to form another line after the Germans have punctured a line, you should continue to attack and move toward El Alamein. When the Germans finally reach El Alamein, the British commander using the strategy described above will not have many units left to defend El Alamein.

If the British player pulls back to, say, Matruh or Sidi Barroni and then forms a line the German player should attack furiously, soaking off, if necessary, until the British player withdraws.

Once the German commander reaches El Alamein, keep attacking with the purpose of taking Alam Halfa and Ruweisat and with the purpose of giving the British player little time to regroup and form an adequate defense. Once Alam Halfa and Ruweisat have been secured, attack the British home base, annihilating any opposition that the Axis forces encounter.

In a month the Deutsche Afrika Korps will be cooling its heels in Alexandria. All comments and criticism should be addressed to the commander of the 15th Panzer Division of GHCG, Mark Rosenberg, 187 Kings Point Road, East Hampton, New York 11937.

Normandy - the Way it Really Happened

by Hans Kruger

The following is not a "super plan", some sort of battle game strategy, or even connected with any sort of "game". What I present here is the heretofore guarded secret of what actually took place in the many weeks in which the Germans held the Allies back and contained them in Normandy. The only reason that I am even presenting it now is because of the long span of years since the war, and that most readers of this magazine are interested in the true situation.

Long before the Allies ever invaded Normandy, there were a few wise Germans who realized that any ground units would be in a terrible condition due to the Allied air superiority. At this time, one of them, General Werner Radtke, was able to get clearance to form a new SS Division. They were to be called the "Black Guard". General Radtke personally selected them from only the best of men. Only the bravest, strong of body and will, and most faithful to the Fuhrer were picked - and then only if they volunteered. Each of these men were unmarried and had only contempt

for those that would try to seize their homeland.

After all the men were finally chosen, they had their division ready for training. This was to be the best trained formation in France. While the men being prepared for what lay ahead, the equipment was also being prepared. The mainstay was to be the Tiger II or King Tiger (which the Allies later denied were ever in Normandy). As support, there was one Hunting Tiger, carrying a 128mm gun, for every three King Tigers. The remainder of the Panzers were the fear provoking Panthers. Besides the tanks, they had their own artillery, anti-aircraft, rockets, armored half-track support vehicles, direction finders, and sound detectors. In addition to this, they had the newly produced ultra-violet search lights for night fighting. Little did anyone realize that this last article was to prove the most important to the "night fighters" as they were soon to be known.

They had every last vehicle and each uniform colored black, the traditional SS color. This made them almost impossible to see at night - and in the aerial recon. photos shot during the day, they would appear to be nothing more than shadows as "phantoms". It made one chuckle to think of the poor Englishers looking in amazement at the dark shadows as flashes of light appear from out of nowhere. And then finding out only too late that it was the enemy. Indeed - it would be a good fight.

Now it was May 1, just a month (approximately) before the invasion was planned. In small groups, they were shipped to the front, where German intelligence had told them the invasion would come. As this Black Guard moved in, the other powerful units of the German army moved out - all as secretly as humanly possible - no, make that more than humanly possible, for this group of men were more than mere mortals. They were all super men, the kind that the Fuhrer had so often spoken of. The only original formation that remained, that was there before, was the change in the 716th horsedrawn infantry, and they were used to man the beach defenses. All vehicles were disguised as rocks and other various land formations, with those that were more conspicuous hidden underground. Even the soldiers wore the regulation uniforms over their black watch ones.

To ensure that nothing would be suspected, they each took over a divisional HQ and pretended that they were that division. For example, the 374th Battalion was the 21 Panzer Division. By using this type of strategy, they hoped to confuse the Allies - and it worked! After many weeks past the invasion, one battalion would exchange banners and recognition signals with another and the

Allies would think a Panzer division had been moved many miles across the front.

It was due to the withdrawing of the other forces that the Germans were able to hold back their enemies as long as they did, and could never have gotten enough force together to launch a counter-offensive as they did in the Ardennes in December - which, by the way, almost succeeded. However, it was realized by the High Command that Germany had lost the war and they worked feverishly to save as much as they did.

It may occur to you to ask why this hasn't come out before now. Here is why - the British and Americans didn't want it known that one German Division had held back everything they could throw at them for over six weeks; and the Germans that knew about it were shot to insure their silence. Only one man lived through it, a corporal in one of the supply HQ's. Although he lives in the United States, I am honor bound to keep secret his identity and address as the government might still execute him. However, the fact remains, one German Division held back all the combined power of the allies for over six weeks. Comments: Hans Kruger, 3551 Lynwood Rd., Lynwood, Calif. 90262.

Rejuvenated Stalingrad

by Norman Zinkhan

I have rejuvenated STALINGRAD to more realistically depict the actual campaign until the end of 1944, when the Russian armies crossed the pre-war Russo-German border. Here then, is my reconstruction.

1. First of all, change the victory conditions. The Russian player wins if he crosses the black boundary line before the end of 1944 (Dec.) and maintains 10 Corps there. He also has to capture either Warsaw or Bucharest and have undisputed control of it.

2. Next, revise your zone-of-control movement. Make one z-of-c equal to two regular squares of movement. Eg. Suppose a unit can move six squares. It moves 1 square and then into a z-of-c. That counts as 2-3. Then it moves through another z-of-c. That counts as 4-5. If it has to go through another z-of-c, it must stop. If not, it can move one more open square (regular movement).

3. At the start of winter 1941, all German Infantry combat factors are cut by one. Eg. A 4-4-4 becomes a 3-3-4. All German Panzer combat factors are cut by two. Eg. A 8-8-6 becomes a 6-6-6 etc. This rule applies only to the 1941-42 winter.

4. Only railways behind your own lines can be used by your army. All railways in between the lines or behind enemy lines cannot be used by your

army. (This applies to both Russians and Germans.)

5. In winter, all German movement is the same as in the regular game. For the Russians in winter; Cal. moves 4, Arm. moves 4, Inf. moves 3, and the railway bonus is 7. This takes into account the greater Russian mobility in winter.

6. Change your 5 blank Russian substitute counters into 8-8-6's. Introduce one of these new armour units into the game, in addition to regular replacements, in: June 1942, Aug. 1942, Sept. 1942, Nov. 1942 and Dec. 1942. After these new armoured units are eliminated, they must be brought on as regular replacements.

7. At the start of summer 1942, all Russian attack factors (Cal, Inf, Arm,) increase by one. The defense factor remains the same. Eg. A 4-6-6 becomes a 5-6-6, a 5-7-4 becomes a 6-7-4 (in your mind only). At the start of summer 1943, all the Russian armour's attack factors become equal to its defense factor. Eg. A 4-6-6 becomes equal to a 6-6-6. The infantry and cavalry remain the same as above.

8. Replacement rate remains the same except they are received at Archangel, Kuibishev, and Grozny or the nearest square not under German control.

9. The replacement rate for both remains the same, computed as usual, by the number printed on the units.

10. Capture of Moscow or Stalingrad cuts the replacement rate by 3, Leningrad by 2. Eg. If the rate is 18 and Moscow is captured, it is reduced to 15, etc., for as long as Moscow remains in German hands.

11. Moscow, Stalingrad, Leningrad, Sevastapol, Kursk, Kiev, Odessa, Helsinki, Warsaw, and Bucharest are fortresses. Units in them have no zone of control, but are tripled. Units in fortresses can hold for four consecutive turns of isolation. N.B. In order to cut the replacement rate, Moscow, for example, must be captured, NOT merely surrounded.

12. N.B. When a back 2 is called for, a unit can retreat through anything, including zones of control. To eliminate a unit forced back 2, it must be surrounded on all six sides. When a unit in a fortress is forced back 2, it merely remains in the fortress.

13. In December 1943, the Russian replacement rate is reduced to 6 defense factors per city per turn.

14. Everything else is the same as in the regular game. (Supply etc.) That's it! The German must keep his losses low enough so he can eventually form a defense line, but he must attack viciously at the start. The Russian should make good use of his fortresses and his first winter.

Winners - Contest No. 19

The following subscribers came closest to predicting the attack against Gamble at Gettysburg. Heth and McIntosh were found to be attacking in a downhill frontal attack at 12-1 odds.

Many tie contest entries were resolving by subscribers who had computed the correct odds in this attack. Winners are:

1. Steve G. Mann, Cheyenne, Wy.
2. Larry Watts, Given, W. Va.
3. Barry Kelchner, Clayton, N.J.
4. Dave Newman, Williamston, Mich.
5. Bill Hoyer, West Allis, Wisc.
6. David Minke, Willmar, Minn.
7. Peter Finkle, Orange, Calif.
8. Craig Allen, Rome, Ga.
9. Robin Heath, New York, N. Y.
10. Ferdie Bowman, Xenia, Ohio

A free Avalon game has been awarded to each of these winners.

Don't forget to vote on what are the three best articles of this issue...record your votes where provided on the Contest Entry blank.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.



OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 words

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

CONTEST NO. 20

Vote for Best 3 Articles

All entrants must list what they personally feel are the three best articles in this issue. This selection has no bearing on the contest results, but entries not containing this information will be voided.

BATTLE PLAN

Last Digit	Goodyear TF-1	I. B. M. TF-2	U. S. Steel TF-3
1	021	N22	N22
2	021	N22	N22
3	021	N22	N22
4	022	N23	021
5	022	N23	021
6	022	021	021
7	P21	021	022
8	P21	022	022
9	P21	022	P21
0	P21	P21	P21

Hour actual contact was made _____

Headlines of 3 Best Articles:

Name _____

Address _____

City _____

State _____

Prize _____

Ten Winners to be Named

The first ten contestants to submit perfect, or near perfect, Battle Plans will be awarded a free Avalon Hill game of their choice. Ties will be broken in favor of entries listing the closest hour of historical contact. Entries must be postmarked no later than August 13, 1967. Entrants may submit copies or photostats - one to a contestant, only.

Allies Kaput

Mark Rudolph

GENERAL ADVANTAGES: It is risky for the allied player to attempt a landing except in South France, Le Havre, and the Normandy peninsula. He must gamble on 1-1's at best in North Sea, Pas de Calais, and Le Havre, and 2-1's at best in Normandy, Brittany and Biscay. Faster units are started in remote areas while slower units are placed in the nearer areas for greater mobility. A fair counter-attack force can be assembled in any area. Second line positions can be fallen back too easily if the allied player obtains a beach toehold.

STATIC	4-4-3	4-4-4
(3) F-13	(1) G-13	(1) U-43
(3) G-14	(1) I-15	(1) BB-40
(3) H-15	(1) O-23	(1) EE-41
(3) I-16	(1) Q-25	(1) LL-44
(3) J-17	(1) S-28	
(2) S-32	(1) U-32	3-3-4
(2) S-33		(1) C-5
(2) V-36	7-7-4	(1) X-14
(2) L-20	(1) P-26	
(1) L-21	(1) V-41	2-2-4
(1) M-22		(1) X-14
(1) M-23	6-6-4	
(1) N-24		HQ
(1) O-25	(1) W-40	
(1) V-38	(1) D-5	(1) H-14
(1) V-43	(1) II-42	(1) K-17
(1) X-42		(1) N-23
(1) AA-41	5-5-4	(1) T-34
(1) FF-41		(1) W-35
	(1) T-30	(1) Y-41
3-4-3	(1) N-9	(1) W-43
(1) K-18	(1) C-5	(1) J-16
(1) L-21	(1) DD-41	
(1) O-25	(1) C-4	
(1) S-34	5-5-3	Q-27
(1) N-20	3-3-3	X-38
(1) L-18	1-1-3	E-12

SPECIFIC IDEAS: South France is left vacant because of the 17 square supply limit. In Biscay the allied player can make a 2-1 at best. Even if he succeeds in landing he can be contained by holding the supply centers in the area. In Brittany the allied player can make 2-1's at best. If he secures a beach-head you can hold him in the neck of Brittany on the Avranches, Rennes, St. Nazaire line. If the allied player invades the Normandy peninsula he can be checked on the Vire river-Avranches line. If he invades the east coast cities he can be held on the Orne river-Argentan line. In Le Havre he can be held indefinitely on the Seine river-Rouen-Dieppe line. If he also secures the Seine in at best a 1-1 against your 5-5-4 he can be halted on the Eure river-Rouen-Dieppe line. In Pas de Calais the allied player can make at best 1-1's. If he gains a beach point you can

Where Avalon Hill Games Are Available

The following names of dealers supplement lists found in previous issues. These lists represent dealers who have stocked Avalon Hill games recently. If

your favorite dealer has not yet been listed, drop us his name and address so that we may include him in the next issue.

Cathia's Toy & Hobby Center Heart of Huntsville Shpg. Mall Huntsville, Alabama	W. B. Read & Company 109 N. Main Street Bloomington, Illinois	Howard & Seratoga Baltimore, Maryland	The Pled Piper 750 S. Cleveland Avenue St. Paul, Minnesota	Meier & Frank Co., Inc. 621 S. W. Fifth Avenue Portland, Oregon 97204
Susand Toy & Hobby Shop 7836-38 Herchel Avenue La Jolla, California	Robeson's Church & Randolph Streets Champaign, Illinois	Lucas Brothers 219-23 E. Baltimore Street Baltimore, Maryland	St. Paul Book & Stationery Co. 6th & Cedar St. Paul, Minnesota 55101	Toyland 1305 Lloyd Center Portland 12, Oregon
May Co. Service Building Jefferson & Grand Los Angeles, California 90007	Hobby Models, Inc. 2358 W. Devon Avenue Chicago, Illinois	Pop's Discount 520 E. Boulevard Avenue Baltimore, Maryland	Continental Hobby Supplies P. O. Box 116 Adelphi, New Jersey	Hess Allentown, Pennsylvania
Carousel Toys 1726 E. Colorado Boulevard Pasadena, California	Kroch's & Brentano's, Inc. 29 South Wabash Avenue Chicago, Illinois	Al. Lowen, Inc. 7227 Wisconsin Avenue Bethesda, Maryland	Corner Book Store 43 S. Finley Avenue Basking Ridge, New Jersey	Kraus Department Store 810-14 Parade Street Erie, Pennsylvania
Paramount Merch. Company 1500 Industrial Way Redwood City, California	Marshall Field & Co. 111 N. State Street Chicago, Illinois 60690	Children's Supermarkets (Lash Distributors) 2227 University Blvd. E. Adelphi, Maryland	Moorestown Bookshop Moorestown Mall Moorestown, New Jersey	Gilbert's Hobby Shop Gettysburg, Penn., 17325
Victor's Toys 7450 Reseda Boulevard Reseda, California	Marshall Field & Co. 4111 W. George Street Chicago, Illinois	1540 Rockville Pike Rockville, Maryland	Ulbrich's 446 Main Street Buffalo, New York	David's Bookshelf Morrisville Shopping Center Morrisville, Penna. 19067
Toyland, Inc. 501 Second Avenue San Diego, California	Museum of Science & Industry 57th Street & Lake Michigan Chicago, Illinois	Children's Supermarkets (Lash Distributors) 4443 St. Barnabas Road Marlow Heights, Maryland	Brentano's Inc. 586 - 8th Avenue New York, New York	Emerson Company 1633 Chestnut Street Philadelphia, Penna.
Toy World Buenaventura Shopping Center Ventura, California	Hoey's Toys 36 E. Hinsdale Avenue Hinsdale, Illinois	Children's Supermarkets (Lash Distributors) 1230 Leesburg Pike Bailey's Crossroads, Va.	Gimbel's - New York 33rd Street & Broadway New York, New York	Fireside 186 E. Evergreen Avenue Philadelphia, Penna.
Birdies Toy House 1259 Broadway Walnut Creek, California	Marshall Field & Co. 1700 Sherman Evanston, Illinois	Lash Dist., Inc. 10700 Tucker Street Beltsville, Maryland	Lord & Taylor 15 West 39th Street New York, New York	A. B. Charles & Son 2245 W. Liberty Avenue Pittsburgh, Penna. 15216
Levine's 123 E. Pike Peak Colorado Springs, Colorado	Carson Pirie Scott & Co. 133 S. W. Adam Street Peoria, Illinois	Brentano's Inc. Wheaton Plaza Shopping Ctr. Wheaton, Maryland	Polk's 314 Fifth Avenue New York, New York	Harrison J. Hays 6206-08 Penna. Ave. Pittsburgh 6, Penna.
Hatch's - No. 11 3100 S. Sheridan Boulevard Denver, Colorado	Ed Schock's Toy & Hobby Shops 6220 Carrollton Avenue Indianapolis 20, Indiana	Bowen's Toyland Bedford Shopping Center Bedford, Massachusetts	F.A.O. Schwarz 745 Fifth Avenue New York, New York	Joseph Horne Company 501 Penna. Avenue Pittsburgh, Penna.
Mali Book Center Groton Shopping Mart Groton, Connecticut	Fullett's & Southworth Purdue Book Store, Box 515 West Lafayette, Indiana 47906	Jordan Marsh Company Boston, Massachusetts	Teachers College Bookstore 1224 Amsterdam Avenue New York 27, New York	Cheltenham Book Shop Paperback Den, Cedarbrook Mall Wyncote, Penna. 19095
Lee's Kiddyland Groton Shopping Mart Groton, Connecticut	Pete's Toy Box 411 Nebraska Sioux City, Iowa 51101	Harvard Cooperative Society 1400 Massachusetts Avenue Cambridge, Mass. 02138	Scrantom's Book & Stationery Co. 334 E. Main Street Rochester, New York	Kaufmann's 400 Fifth Avenue Pittsburgh, Penna. 15219
Yale Co-Operative Corp. 77 Broadway New Haven, Connecticut	Bette's Toyland 328 E. Fourth Street Waterloo, Iowa 50613	Leavitt & Pierce 1316 Massachusetts Avenue Cambridge 38, Massachusetts	The Corner Bookshop Route 25A Setauket, New York	The Hobby Shop 505 Clinch Avenue S. W. Knoxville, Tennessee 37902
Cox's 413 - 9th Street Washington 1, D. C.	National School of Motoring M/S D & M Agencies 47 Sweetmount Park Dundrum, Dublin, Ireland	Johnson's Bookstore Springfield, Massachusetts	The Dolphin 814 Elm - Entaw Shopping Fayetteville, N. Carolina 28303	
Sullivan's Toy Shop 3412 Wisconsin Avenue Washington, D. C.	Kentucky Model Shop, Inc. 3805 Wilmington Avenue Louisville, Kentucky	Winchester Hobby Shop 555 Main Street Winchester, Massachusetts	Furr-Hackney Hobby Shop North Hills Shopping Center Raleigh, North Carolina	Neiman - Marcus 2620 N. Haskell Avenue Dallas, Texas
Woodward & Lothrop Washington, D. C.	W. K. Stewart 550 South 4th Avenue Louisville, Kentucky	Follett's Mich. Book Store 322 S. State Street Ann Arbor, Michigan	Dock-Stroud Company 5000 West 4th Street Winston-Salem, N. Carolina	Foley's P.O. Box 1466 Houston, Texas
Paulin's 4415 Gov. Printz Boulevard Wilmington, Delaware	Toy Fair Shreve City Shreveport, Louisiana	Martin's Games, Inc. 263 Pierce Street Birmingham, Michigan	O'Neill's 226 S. Main Street Akron, Ohio 44308	Bob Hal's Hobby Shop 1611 Westlake Seattle, Washington 98101
The General Trading Co. (Mayfair) Ltd. 144 Sloane Street London, SW1, England	United Jewelers & Distributors 307 Crockett Shreveport, Louisiana 71102	J. N. Murhead Company 22370 Michigan Avenue Dearborn, Michigan	Fields Bk. Str. of Severance, Inc. Severance Center 3572 Mayfield Road Cleveland Heights, Ohio	Frederick & Nelson 5th & Pine Seattle, Washington 98111
Little Folks Store, Inc. 111 N. Monroe Street Tallahassee, Florida 32301	A. Fader & Sons 210 E. Baltimore Street Baltimore, Maryland	R & R Family Gifts 1558 Wealthy St., S.E. Grand Rapids, Michigan	Big Top Toy Shop 2308 Far Hills Avenue Dayton 19, Ohio	Midvale Plaza Hobby Shop 821 S. Midvale Boulevard Madison, Wisconsin
Hamley Brothers, Ltd. 200/02 Regent Street London W1, England	Hochschild - Kohn Company Howard & Lexington Streets Baltimore, Maryland	Moby Huh 526 Frandor Avenue Lansing, Michigan	Utica Square Books 1822 Utica Square Tulsa, Oklahoma 74114	Museley's, Inc. 24 East Mifflin Madison, Wisconsin
Darken's 107 E. Main Street Barrington, Illinois	Hutzel's Brothers	Toy Fair 156 Southdale Edina, Minnesota 55410		

hold him on the Islands-Scheldt-Amiens-Rouen-Seine line or portions of it. In North Sea the allied player can make at best 1-1's. If he succeeds then you can hold him on the Dyke-Amsterdam-Rotterdam-Islands-Scheldt line or portions of it. The northern five replacement star units are used as reinforcements in case of a North Sea invasion. The southern three units are used to hold the southeastern cities from allied paratroopers if a South France invasion occurs.

SUGGESTED FURTHER STRATEGY: For the first 3-4 weeks attempt to completely drive him off the continent if counter-attacks are possible and your units do not become dangerously exposed. Failing in that, withdraw to the second line position. Try to cause monumental loss yet sacrifice little to

the allied player. When your second line becomes untenable fall back carefully to the Meuse line utilizing cities and rivers to cover your retreat. A buffer line may be set up consisting of hopelessly slow retreating units, and sharp, annoying counter-attacks can be made from behind it with strong fast units to allow precious escape time. You should have the bulk of your force remaining to set up a fluid wall along the rich defensive terrain of the eastern "funnel." The allied player should be hurt by his attrition and your replacements will begin to pour in. Maintaining this final line while causing heavy allied casualties you will eventually break his offensive and win the game.

Comments should be addressed to Mark Rudolph, 5666 North Sunny Point Road, Glendale, Wisconsin 53209.

The Infiltrator's Report

In the New York Times, last month, a report on wargames disclosed that such play "has helped RAND scholars understand the problems of defense decision-making more precisely by simulating actual crisis situations." One RAND philosopher says, "I came to terms with war games a long time ago. You can't hurt yourself by understanding what war is all about." So now, fellows, you've got a perfect rebuttal when your peace-nik friends start bugging you about your fanaticism for wargames.

A most completely sophisticated newsletter on wargaming is, curiously enough, the "Wargamer's Newsletter." Too bad it's published in England. However, there are many American contributors and it is available at \$4.75 per year from 69 Hill Lane, Southampton, England. If you have your own 4 engine jet, it's a great newsletter for those who can make the many wargame conventions that are set up in Great Britain as reported by this newsletter. Their articles run the wide gamut of medieval wargaming to modern day skirmishes. Also, rules to the play of such melees as the "battle of Harrisburg" can be found in the text. It also presents excellent bibliographies for the serious devotee of the wargame. Excellent value, here.

Panzerfaust newest entry into the wargame magazine field, reports that the first AH inter-service tournament is under way. It pits the officers and men of the USS Shangri-la against Chris Wagner's 6988th airforce squadron. Inside info on this, and additional news, can be obtained by writing: Box 280, RD #2, Sayre, Penna. 18840.

All hail the arrival of "The Stormtrooper," Aggressor's own newsletter. Starting in June at 20¢ per copy (10-12 pages) for Aggressor members, 25¢ for non-members, a subscription could put you in on the ground floor of one of the fastest growing battle game clubs in the country. Send inquiries to: John Rancourt, 38 Sanger Avenue, Waterville, Maine 04901.

For another \$5.00 you can qualify for membership in the Intercontinental Kriegspiel Society - for 25 year olds and up. Strictly adult competition of a most friendly sort. By-Mail games are resolved by a special "AHKS KEY" system that precludes the use of Stock Market Results. A subscription to "Kommandeur" accompanies membership. Apply to Editor Hank M. Greenfelter, 20 York, Hamilton, Ohio 45013.

Other publications highly recommended (reviewed in Mar-Apr 67 issue)

are Strategy & Tactics and Kampf. S & T, devoted mainly to all sorts of war gaming, is first class all the way. To be "in" one simply must have at least one copy of this slick magazine in the den. S & T is edited and published by persons well versed in the art of wargaming per se. You can get more info writing to: S & T, Box 65, Adelphia, New Jersey 07710. An inquiry sent to Kampf, 8512 Fifth Avenue, Brooklyn, New York, will bring you information on the most accurately researched historical data available under one cover - anywhere. Kampf deals with historical battles in a more technical way - even to the extent of pointing out inaccuracies found in so-called official historical accounts. No wargamer's library can be complete without a space relegated to issues of Kampf.

A lesson in Promotion: All of you fanatics who have clubs and magazines in circulation should take a page out of Douglas Amis' book. While his publication "The Panzer" isn't going to put "Time" out of business, at least he has developed a flair for publicizing his magazine. His hometown newspaper "The Independent" devoted a 1/4 page to the whole wargame bit, including photos and credit lines. This type of publicity is not difficult to get, really fellows. All you have to do is to write or call your local newspaper and most of them are ready and willing to lend an ear to unusual stories such as we all have to tell. In the meantime, a congratulatory note to Doug is liable to get you a subscription order form to "The Panzer", 4137 Silver Street, Pleasanton, California 94566.

Recent subscribers take note: you are encouraged to submit articles for publication. Articles that appear in future issues will be voted upon by our editorial staff to receive special year-end awards. Five-dollar gift certificates are awarded on a bi-monthly basis for articles selected as outstanding by subscribers, themselves. Articles should be approximately 500 to 700 words in length. Diagrams that accompany articles should be drawn in black ink. Acknowledgements of acceptance or rejections cannot be made.

By far the most popular article appearing in the March-April issue, as selected by you subscribers, was "Principles of War - Mass & Movement," by Captain Mike Frankwicz and Myron Brundage. Others receiving special readerkudos were: Sgt. Lou Zocchi's "Alas Realism," Richard A. Shagrin's "... Heartless American Win," Donald Greenwood's "Buyer's Guide," Hans Kruger's "Operation Sea Dragon (Guadalcanal)," and James J. Stein's "Phyrric Victory." A five-dollar gift certificate has been sent to the above authors. Congratulations.

International Airmail postage rates have increased as of a few days ago. Since it will now cost exactly \$1.00 to airmail the General overseas, all current overseas subscriptions will be sent surface mail. Requests for airmail service must now be accompanied by payment of \$1.00 extra per issue; \$6.00 per full-year subscription.

A job opening will develop at Avalon Hill's Guilford Annex come September, at which time a full-time, 40 hour week, warehouse-shipping clerk will be needed. Subscribers living in the Baltimore area who would be interested in light-labor-inventory type of work, should direct their inquiry to Mrs. H. Marciano, at the 4517 Harford Road address. High school graduate or better - state age and salary desired.

The National Paper Box Manufacturers Association has profured AH the "Excellence Award" to the Guadalcanal Box. The citation for the box reads, "The role of packaging as a salesman on the shelf is exemplified by the excellently conceived graphics of this durable, rigid box."

Thanx to S/Sgt. Louis Zocchi for the idea that inspired our cover story. You get an extra day extension on the deadline, Sarge old boy...

The world is coming up with new wars quicker than AH can design games on them. Just when we thought we had caught up - with a Vietnam thriller - this middle east situation erupted. To properly research what went on it was necessary to determine why Israel and Egypt were at odds. "Did Nassar really want war?" we asked ourselves. Nassar had his street mobs shouting, "We want War." Assuming that Arabs behave the same way Americans do this actually meant that Nassar wanted peace. Therefore, it must be the Israelis who wanted war - they had been angry at the Arabs ever since Wally Moses led the Israelis out of Egypt and, crossing the Red Sea, turned left instead of right. Otherwise Israel would have had the middle east oil and it would have been the Arabs who were stuck with all that sand. Consequently AH is stuck with a game where in both sides are the "bad guys."

Business Administration students at the University of Ankar, Turkey, are being taught economics with the aid of Avalon Hill's Management Game. We hope they aren't using the first version of the game which was \$12,000 short of Capital on the opening balance sheet. Oh well, it makes no difference... that's what our government calls deficit financing.

OPONENTS WANTED

Tucsonians! Stop hiding! I want face-to-face opponents in Tucson area. Would also like to trade Verdict II for another AH game. Contact Dean Minton, 5828 Academy Street, Tucson, Arizona, Phone 327-3014.

Achtung! Will buy AH games and Pbm pads (you pay postage so include in price). Also wish to contact and play AH Wargamers in Carmichael-Sacto area. Phillip Heaton, 4736 Kenneth Ave., Carmichael, Calif. 483-5871.

Opponent wanted for A.K., live or Pbm, Live: Blitzkrieg, Guadalcanal, Midway, or Bismarck. Preferably under 16. For live, please make arrangements before. Chris Janice, 640 Fifth Ave., Chula Vista, Calif. 92010.

Attention Bay-Area Wargamers! People to play face-to-face games are needed for this summer. East Bay and Marin need whistles. Peninsula people will be contacted by me personally. Tom Holsinger, 1901 Ray Drive, Burlingame, Calif.

Wanted: PBM opponents in S-grad, Blitz, Guad. I take German, Blue, either. For sale: Midway, D-Day '61 and others. Good condition. Send all challenges and offers for games to: Bob Wieting, 8217 Birchcrest, Downey, Calif. 90240.

PBM opponents wanted for Bulge (I'll be U.S.), Blitzkrieg (either), Guadalcanal (I'll be U.S.), Gettysburg '64 (I'll be Confederate). Write or send first move to Steve Larson, 16140 Morrison St., Encino, Calif. 91316. All replies answered.

Charles Hill, Field Mar. retired. Please send me your address so we can continue our Pbm game. Sorry, I lost it. Ken Robertson, 424 W. Virginia Ave., Glendora, Calif. 91740.

Heinz Guderian wohne und let der Kommandant von Ares!! If you wish to be defeated by this first rate organization, contact: Andy Dubrasky, 5625 Corteen Place, North Hollywood, Calif. 91607 - PO 6-1834.

Opponents needed face-to-face. R. L. Balisok, 3318 Tica Dr., Los Angeles, California 90027. Phone 664-3840. Off Los Feliz near Golden State Freeway. For sale: D-Day, Bismarck and LeMans I am interested in buying the following games: Stalingrad, AK, and Guadalcanal. Need opponents for Blitzkrieg, Waterloo and Bulge. Contact Dave Werner, 1460 Holladay Ct., Los Altos, Calif. 94022.

Wanted: Novice but not inexperienced wargamers in western Orange County. Have a large South Pacific wargame. Contact Jim Hog, 2941 Copa de Oro Drive, Los Alamitos, Calif. call 431-0858.

For Sale: D-Day and Midway, both in very good condition. Please make offer to Drew Smith, 18152 Kingsport Dr., Malibu, California. Also wish to buy or trade for Chancellorsville. San Diego Wargamers, where are you? I would like to challenge any good wargamers in the San Diego area. Erwache! and accept the challenge. Steve Ikemura, 1335 Alexandria Drive, San Diego, Calif., telephone 222-1615.

Great Grief, doesn't anyone out there have a medium sized ego? Nuts to blowhards and braggards - I want to play with someone who knows he's playing just a game. Dave Barnett, 875 Suiter, San Francisco, Calif.

In person or Pbm Blitz either side, using full tournament rules and options except nuclear capacity, also armor stacking as in General. Jeff Kane, 1634 Manitoba Drive, Sunnyvale, Calif. 739-7468.

Any adult wargamers in Boulder, Colorado? I have most AH games, but little experience. Would like to play in person and perhaps extend to play by phone or local mail. Call Lew House, 443-6085.

Opponents of limited experience wanted Pbm, Blitz, AK or Guad. either side. Send choice of sides, set-up, first move, optional rules desired to: Norman Cooper, 3614 Penny St. S.W., Huntsville, Ala.

4th SS Panzer Army announced that Preterorian Gd., Fanatic, DKB, Dunk, Foe, Mitsigs, WCA, Red Lines, Spartan Wargamers, Warmaster, 3rd Reich, and others are all common enemies of Aggressor! Join the crusade today. Alan Lasser, Whalehead Road, Gales Ferry, Conn. 06335.

OPONENTS WANTED

4th Siberian Corps thaws out in summer. Will accept challenges in most AH Pbm games, including chess. Send game preference(s), side and/or first move to CO, 4th Siberian Corps, 63 Lewis St., Bristol, Conn. 06010.

4th SS will accept as members only those individuals within driving distance of Hartford. As far as clubs go, we will form pro-4th SS and/or Anti-Aggressor Pacts with any clubs within our 'Sphere of Influence.' If you don't want to ally, fine. We then await your challenge... Gary Dzianko, 139 Adelaide St., Hartford, Conn.

4th SS's Sphere of Influence now covers New England. N.Y., N.J. & Penn... We have accepted challenges from the above and will continue to do so in the future until every single club therein has been beaten!! (To date, some 20 have fallen.) Paul Bakulski, 4 Waddell Rd., Manchester, Conn.

The 15th Army of Aggressor continues its string of triumphs. Advances will be speeded in the fall. If you think you are good enough, write for the test... Richard Shalvay, 15 Ludlow Manor, Norwalk, Conn. 06855.

Waterloo opponents wanted (either side) by expert chess player. Fred Townsend, 10 Bermuda Rd., Wethersfield, Conn. 06109.

Are you a superior wargamer? If not, forget this ad, because we're not interested in you. If so, join the 4th Reich, the best nationwide club in existence... Vince Meconi, 714 Woodlands Road, Wilmington, Delaware.

The Fourth Reich is truly supreme! We will smash you in Afrika Korps, Stalingrad, D-Day, Blitz and Waterloo as the Allies. Russians, Allies, Blue, and French!! Ted Harpham, 207 Rowland Pk. Blvd., Wilmington, Delaware 19803. Unbeaten since Feb. 1963. Out of Suckers. Have never PBM'ed, but have Bulge PBM. Don't have all games but will play any one. Gar Bering, 5108 Palisade Lane, Washington, D.C. Play me if you dare.

Hitler was an aggressor. Tojo was an aggressor. Who won the war? Join Red Lions and defeat the aggressor. Write to: Chris Forester, Flat 3, 55 Hetherhall Gds., London, New England (RI will overcome).

I'd like to play someone in Battle of the Bulge (I'm the Germans), and D-Day (don't care which side but I like the Germans). Mail to Robert Borries, Box 113, Orange Park, Florida 32073.

Want to have a high command position? Then join the Imperial Fifth Reich? We're small presently, but powerful, and growing rapidly. Ride a club's path to victory and be appreciated. Contact der Fuehrer: Guy Paul, 319 N.W. Syrcle Dr., Warrington, Fla. 32507.

Vietnam war veteran seeks in-person opponents in all Avalon Hill wargames. I'm also seeking alliances in the surrounding area to form club. Good opponents needed. Glenn Tarac, 5228 W. Belmont Ave., Chicago, Illinois, 685-1765.

A.K. Pbm I will be in Los Angeles in Aug. Richard Locke, 2232 Wesley, Evanston, Ill. 60201 - 869-0035.

Aggressor 4th Korps (Viking), 4th army seeks recruits. Illinois, Iowa, and Indiana men enlist now! Captain Robert Neul, 3724 Donna Lane, Peoria, Illinois 61614.

Adult Fort Wayne opponents wanted for D-Day and Bismarck. Face-to-face only. Contact Mr. Patrick Barry, 1831 Hobson Road, Fort Wayne, Indiana.

The second Kentucky Cavalry Division has defeated all opposition in the greater Cincinnati area. We now challenge the greater Lexington, Kentucky area Pbm or face-to-face. Write: 26 Gregory Lane, Ft. Thomas, Kentucky 41075.

Norco now is the Australian Legion, since having merged with the IML. Need opponent for sea-version Guad. We'll supply Pbm pads. Nelson Cameron, 2416 Highland, Shreveport, La. 71104.

Atento! Aggressor marches into the wargamer's heartland! We attack Maryland (and Delaware)! To defend Maryland against Aggressor domination, write: Brian Libby, 16 William, Portland, Me., before August 10. The Circle Trigon banner waves over 4517 Harford Road!

OPONENTS WANTED

Please place for me the following "opponent wanted" ad: owner of Blitzkrieg desires opponent for this or other Avalon-Hill games, contact: Mr. Stephen Souk, 4706 Hollywood Rd., College Park, Maryland (301) 935-2673.

Wargamers, Join A Club with a rating system and a magazine. Join the IFW (Formerly USCAC). For the mature hobbyist. Mark Safford, 62 Hillside Dr., East Longmeadow, Mass. Will trade Tactics II for Guadalcanal!!

The WCA gives you the experience you need. No tests, no dues. We need members from the Southern U.S. Send application to David M. Ayars, 60 Donna Road, Needham, Mass. 02194.

Look alive! High Command Posts in the WCA available! Get on the ground floor of our new organization. We will accept members from anywhere. For further information write: Michael Nicholson, 51 Grove Road, Natick, Mass. 01762.

Are there any wargaming M's? If so, let's get in touch. Also, Michigan is proclaimed a free state, not subject to the rule of any outside group. Randy Bytwerk(M), 1034 Barber Te., Grand Rapids, Michigan 49504.

Warmaster declares itself against Aggressor! I'm sorry, Victor, but it must be done. I'll offer you asylum if and when you need it. Field Marshal Gary Charbonneau, 34 Gibson Road, Silver Bay, Minn. 55614.

Join Warmaster in its meteoric rise to world domination. Prospective recruits join our Regular Army; try later for the Imperial Guard. Write: Brigadier Richard Keesley, 23 Evans Circle, Silver Bay, Minn. 55614, or call 218-226-4877.

If you consider yourself a competent wargamer and want to join an excellent Pbm face-to-face organization write: William J. Senn, Box 73, Herculaneum, Missouri 63048.

Have watched confusion in ads long enough; please, all clubs, large and small, mail me lists of controlled, claimed, and disputed states, cities, areas. Will publish results. I'm Cooper. 911 St. Charles Avenue, St. Charles, Missouri 63301.

Red Lions in need of new members from the following states: Ohio, Kentucky, Indiana, Illinois, Wisconsin, Minn. Mo., Iowa, Kansas, Colorado, Neb. Contact Redd Boles, 1414 Andrew Dr., St. Louis, Mo. 63122. Also will play S-grad (Germans).

I want PBM foes in Bulge and D-Day. I will take either side. Jack Batson, 1820 Second Avenue, Scottsbluff, Neb. 69361.

The WCA wants you. No tests, no dues. Can come from anywhere. Contact WCA Field Marshal Bernardo J. Figueroa P.O. Box 32, Orford, N.H. 03771.

I will be in the Albuquerque, N.M. area during August. Address enlistments and PBM correspondence to: 4909 Artec, Albuquerque, 87110. I'll particularly take face-to-face. Denver: 3-7 August, 5065 Steele. Gary Clabonneau, Cine Warmaster.

Enemies and victims of Aggressor. Here is your chance to get even. The Red Lions are in a life and death struggle with Aggressor. Those interested, please contact Carl Johnson, 87 Garra-brant Ave., Bloomfield, N.J. 07003.

Wanted: Experienced players in all AH wargames for in person play only; college students preferred. Contact George Hicke, 2123 Hillcrest Ave., Pennsauken, N. J. 08110, phone 662-0880.

Opponents wanted for Waterloo (either side) PBM; Also anything in person. South Shore Vietnam boasts a perfect record in head on contests. Try us and find out why. Write: 6 Sterling Place, Cedarhurst, N.Y. 11516.

The Army of the Hudson is now recruiting new talent! Anyone living in the Metropolitan area can enlist. No dues or obligations! Write to Jonathan Feldman, 75 West 17th St., Bronx, N.Y. 10453. Telephone 299-6541.

Rejoice Canada!! Your saviors the Practorian Guard's VI Legion announces the glorious liberation of Ontario from the ruthless and bloodthirsty hands of Aggressor! Do you oppose us? Mark Rosenberg, 187 Kings Point Road, East Hampton, New York.

OPONENTS WANTED

Opponents wanted face-to-face combat. Play any AH game, any side. Contact Michel Zelenki, 27 Pellicane Drive, Huntington, New York, Long Island 11743 or call HA 1-1195.

Red Lions - remember that name. Our club is getting great. Join for glory! I'm 12 and want opponents - mail letter and I'll specify games and sides. (Major General) Joel Klein, 170-14 13th Avenue, Jamaica, New York 11434.

People and others! If you want to be recognized for your wargaming abilities join the International Federation of Wargaming previously known as Usac. If so write: Richard Nelson, 38 Jefferson Ave., Minneapolis, New York 11501.

Wargamers awake: der Totenkopf SS rolls on. Join now. Write: Dana Lomborg, 954 Kittiwake Lane, Club Vista, Calif. 92011. New Yorkers join the fighting fourth Kriegsguppe. Write Carleton Lett, 5 Minetta St., New York, New York 10012 or SP 7-0213.

Attention! The legions of the Practorian Guard are currently engaged in a 14 game series against AAE plus a similar number against Lesser entities. Fight or join now before you are annexed! Group leader Francis D. Phillips II, 1000 Oakland Ave., Monroe, N.Y. 10950.

Achtung, Achtung - to all rebels, insurgents, guerrillas and aggressors. New York State has been subjugated by the 455. Lay down your arms, resistence is futile. If you wish to resist you have until July 30 to reply to Brigade-fuhrer Joseph Pollock, CO XIV Corps 455 Army of Occupation HQ, 10 Wilshire Drive, North Babylon, New York 11703.

German OKW poised for combat. St-Grad, Bulge, State conditions or rules preferred. Every inquiry will be answered. Anybody game? Mr. D. Cordes, 630 Anderson Hill Rd., Port Chester, N.Y. 10573.

Attention western New Yorkers, I would like to play face-to-face with anyone in the Tonawanda-Buffalo area. Teams are preferred. Please contact Mike Jensen, 72 Deon Street, Tonawanda, New York 14150 NX 3-5407.

Wanted: Chancellorsville, Football Strategy, and 1966 issues of the General. Also Pbm opponents for AK (I prefer Allies, but will play either). Contact me after August 1-Hy Odum, 3421 Park Rd., Charlotte, N.C. 28209.

Attention terrace parkers of Ohio. The 13th oberangriff trupp of Ohio is about to be formed. Rally to your banner. All those from Marlmont and Milford, too! Write: G.K. Burkman, 715 Myrtle, Terrace Park, Ohio.

Wanted two opponents in Blitz - one red one blue, all optional rules, except weather. Write Ron Campbell, Box 217, Hugo, Okla. 74743.

Bright new recruits are wanted for Imperial Maximus Legion. Must be talented and experienced. We desire only the finest quality. Write for our test. IML-HQ: 2733 S. Irvington Avenue, Tulsa, Okla. 74114 TE 5-6788.

Achtung! True SS Panzer troopers command a kriegsgruppe. Get our newsletter Der Armvegel. Join der Totenkopf SS! Aggressor Homeland will soon be a new ring round Wittmanns 88mm, Pat Oppelt Kref., 620 Jefferson, Klamath Falls, Oregon.

I am searching for a Pbm opponent in basic Guad. Will play either side. Inexperienced in Pbm. Call 945-5802 or write Lester Hazen, RD#2, Factoryville, Penna.

Pennsylvanians join the club that can best defend Pennsylvania against the 4th SS invaders. Join Spectre. Write Michael Barnhart, 321 Penn, Hanover, Penna. 17331.

Attention, wargamers. If you want to join a mature club - join the International Federation of Wargaming. We still don't fight "wars". Write William Spees, 103 Spring Rd., Malvern, Pa. 19355.

If you think that you're Napoleon go see a psychologist or else send me your set-up for your French Army in a Pbm game of Waterloo. Write: John Costea, 352 Tennis Avenue, North Hill, Penna. 19038.

Salerno!! Avalon Hill didn't make it so we did. Italian, Sicilian campaign game we have made. Jim Sorely the art man - I was research man. Comments etc.

OPONENTS WANTED

Mike Ostermeyer, 542 Hilaire Rd., St. Davida, Penna. 19087.

Tired of finishing the General in one day and then waiting 2 months to get the next issue? Then subscribe to Panzerfaust. Panzerfaust is another version of the General that lasts. Write: Box 280, RD#2, Sayre, Pa. 18840.

Opponents wanted for Pbm Bulge, Guad., AK, D-Day '61, Stalingrad. You pick side and rules. All letters answered. Also would like to buy Chancellorsville. Contact Dean Bailey, 216 W. Poplar St., Johnson City, Tenn. 37601.

D-Day '65 & AK. All letters answered. D-Day I take allies, 4 air attacks. I will be behind rhine in 20 turns. AK opener, 21-3-N-19, 21-51H-11, 21-104-K-14 Bologna W-3, Arlete H-3, Trenta J-3, Savena L-6, Pavia L-6, Brescia N-11, Supp L-12, Rom. I-10, 3007 Mas. #3, Houston, Texas 77021.

Texas! A first in wargaming. Usac's unique Naval Club - the Texas Navy. Join now, command posts available. Contact: Chief of Naval Operations, Texas Navy, Adm. Jack Galkins, 7118 Hartland, Houston, Texas 77065.

Aggressor Armies offer great benefits to all members: the real Bulge units, the real Stalingrad panzer corps and air counters, and two. To join in central US, write Bruce Sullivan, 2412 Seaboard, Midland, Texas 79701.

Want action? Excitement? Cliff-hanging Adventure? Find them all by mail! Write Borderers, 1816 S. College, Tyler, Texas 75701. We will destroy all comers in any AH Land Warfare Game (20th Century only.) Them as dies is the lucky ones!

Simultaneous-movement multi-player game of Bulge now organizing. Ten German, five American commands are open. No fee. Write: Lorraine Brogna 942 E. 1050 North, Ogden, Utah 84404. Inexperienced General desires German Fees in Stalingrad Pbm. Attention northern Virginia join the Royal Society of Gamers, a fast growing D.C. area club. Write Bill Tichnor, 2814 Greenway Blvd., Falls Church, Va. 22042.

Moving to Newport News middle of July. Need face-to-face opponents. I own 14 AH games plus other wargames. Am Aggressor member. Mike Tarpley, 705 Dresden Dr., Newport News, Va. Above average general (age 15) requires opponents. I prefer Axis. I am also interested in discussion ideas with game designers. Contact Joe Mott, P.O. Box 246, Oakton, Va. 22124 - Telephone 385-7414.

Achtung! What's happened to AH players in Richmond area? Challenge any and all opponents. Bulge, Waterloo, D-Day, S-grad, Blitz, AK. Sight preferred. Call 359-1883 or write Frank Lewis, 1203 Confederate Avenue, Richmond, Va. 23227.

For Sale: Tactics II (used). Goes to the highest bidder. Write soon to: Bill Sloan, 213 60th Street, Virginia Beach, Virginia 23451.

150th Trojan Horse Brigade would like a face-to-face opponent in D-Day, A.K., Stalin, Guadalupe, Waterloo, Midway, and Bismarck. Also have Pbm in Bulge. Call 293-6667 or write Robert Nelson, 1913-23 Anacortes, Washington.

The 11th Army War Lords of Aggressor is looking for Pbm and in-person opponents in the Pacific Northwest. We play all AH plus Diplomacy and variants. For info contact: Douglas Beyerlein, 3934 S.W. Southern, Seattle, Wash. 98116. Phone: WE 2-5743.

Where are all the Wisconsin wargamers hiding? Join the 41st Army of Wisconsin, Spectre. Contact: Charles Litka, 6114 Briarcliff Ct., Greendale, Wisc. 53129. Enemies of Aggressor, join the Crusade.

Regardless of other club affiliations the IFW is the organization for you. Wargamers of all ages are welcome. You can be as active as desired. Write: Gary Gyax, 330 Center Street, Lake Geneva, Wisconsin 53147.

D-Day '61, you take allies. Is anyone in Milwaukee available for gaming face-to-face? Call/write John Michalski, 1118 S. 35th St., Milwaukee, Wisconsin 53215 after six call 645-0731 - Age 20. Twice used game of Blitzkrieg and Guadalcanal. Game and play-by-mail kit \$6.00 plus postage. James D. Manville, 831 High Street, Lakes, Wisconsin 54470.